Jim Henson
THE JIM HENSON COMPANY

THE DARK CRYSTAL II

by
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EXT. SKY

A strange bird-like creature soars lazily in a cobalt blue sky with three suns. It clutches an EYE in its talons. The EYE turns to focus on something below. The BIRD swoops down for a closer look.

EXT. MEADOW

A beautiful meadow with scattered trees, but the trees are strangely shaped and the colors are off. A GIRL is walking barefoot across the meadow. Wherever she puts her foot the vegetation BLACKENS and SMOKE CURLS UP. HER BODY AND HER DARK DREADLOCKS ARE COATED WITH WHITE ASH. The air around her shimmers with HEAT WAVES.

She trips on a loose stone, and rests her hand on a small sapling to steady herself. Her hand chars the bark and sends up a wreath of WHITE SMOKE.

EXT. SKY AND DISTANT VALLEY

The EYE has seen enough. The bird circles the girl once more then flaps its wings, climbs aloft, and makes a bee line for the gleaming white CASTLE OF THE CRYSTAL in a distant valley.

EXT. MEADOW

The girl walks on, crossing a field of wild flowers that blacken from the heat of her footsteps and shrink away from her in fear.

EXT. CASTLE OF THE CRYSTAL

The Bird circles the pinnacled roof of the white crystalline Castle. Several MIRRORS ON MECHANICAL ARMS are bouncing light from the THREE SUNS down through a TRIANGULAR HOLE IN THE ROOF.

The Bird flies in the window of a high tower in the Castle.

INT. AUGHRA'S STUDY

The Bird lands on its perch. It drops the EYE from its talons into a chute. The EYE rolls down the chute and across a cluttered table. A hand scoops up the EYE and pops it into the empty socket of AUGHRA.

(BUT THIS IS A YOUNG, BEAUTIFUL Aughra, with a pert turned-up nose, smooth skin, and long lustrous auburn hair. She wears a black patch over her socket when it's empty, and flips it up when she puts her eye in.)

Aughra's basking in WHITE REJUVENATING LIGHT beamed up a shaft from the crystal room below. She tosses a gobbet of food to the Bird (who catches it in midair). She closes the portal to the shaft, shutting off the REJUVENATING LIGHT, then crosses out of the room muttering to herself.

AUGHRA
Coming this way...burning footprints! Bad for grass. Bad for trees. Bad for everyone.

INT. CORRIDORS

Aughra walks down the gleaming white corridors of the Castle, shooing out of her way cheerful little PODLINGS, who bustle about the corridors (not like the glassy-eyed servants from the old days.)

INT. THRONE ROOM

Aughra enters a room where JEN and KIRA are seated on twin thrones at one end, enjoying a Podling concert. Jen taps his foot in time to the drums.

Jen and Kira are old now, their faces lined, the color drained from their hair. Kira strokes a balding FIZZGIG on her lap. Fizzgig has not mellowed with age--if anything his temper is worse. But Kira loves him.

Aughra walks through the group of Podling musicians toward the throne, and the music falls silent.

AUGHRA
Bad things happening. The Eye has seen and I am here to tell. No time for music and silly things.

A little Podling kid sticks out its tongue at Aughra, and its mother rebukes it.

JEN
What are these bad things your Eye has seen?

AUGHRA
Girl with hands and feet of fire. Coming this way. Don't let her in the Castle. She brings change.

JEN
But change can be good.

AUGHRA
Good for some, maybe. Not for others. Who knows? Better not to risk it.

JEN
I want to find out why she's coming here.

KIRA
It's wrong to judge her before we have looked into her heart.

AUGHRA
The inside and the outside are two sides of the same thing. If she's setting fires with her feet, she has arson in her heart.

JEN
We will not judge her by her outside. If she comes, we will let her in.

Jen glances at Kira, and they smile at their agreement. Aughra steps close and shakes her finger at Jen.

AUGHRA
Fire leaves only ash behind, Gelfling. May you not regret your choice.

Her finger gets too close to Fizzgig, who snaps at it with his mouthful of razor-sharp teeth. Aughra snatches her finger away. Kira smiles indulgently at Fizzgig.

KIRA
Fizzgig, be nice to Aughra. She saved your life once. Remember?

Fizzgig continues snarling at Aughra.

AUGHRA
(muttering)
Ungrateful balding ball of bluff.

JEN
Thank you Aughra for warning us. We'll be ready for this visitor.

KIRA
Yes, thank you. Please stay and enjoy the music with us.

AUGHRA
Aughra has many other things to do.

Kira gestures for the Podling musicians to continue as Aughra exits, muttering.

EXT. MEADOW

The girl comes to a swift mountain stream at the edge of the meadow. She stops on the bank, uncertain.

She dips one toe in a pool on the edge. A HUGE CLOUD OF STEAM RISES UP, and she jumps back, her toe dark blue with cold. She looks around helplessly while she holds her toe to warm it up again.

A BOY drifts down the stream in a small boat, steering with an oar. He waves to her and smiles.

GIRL
Can you help me? I need to get across.

BOY
It's shallow. You can walk across.

GIRL
It's too cold. It would kill me.

BOY
It's colder than it used to be, but not that cold.

He twitches his steering oar and grounds his boat on the bank beside her. He hops ashore, grinning.

BOY
I'll take you across, if you're afraid of the water. I'm Frigo.

He can't take his eyes off her. Her ash-covered skin gives her a strange compelling beauty.

GIRL
They call me Thurma. I have to get to the Castle of the Crystal. My map says it's over there.

She holds up a flat piece of stone with markings on it. But he doesn't take his eyes away from hers.

BOY
The Castle. I know where it is. Just hop in my boat---

He turns and sees his boat is drifting down stream.

BOY
Oh no!

He runs along the bank after the boat. He glances back at her, trips on a root, and falls on his face. She can't help giggling at him.

THURMA
If you watch where you're going
you won't fall.

FRIGO
I've never seen anybody like you.

THURMA
I've never seen anybody like *you*,
but I can still walk.

She reaches down to help him up. He takes her hand, cries out in pain, and yanks it away, burned.

THURMA
I'm sorry!

He blows on his hand and shakes it. He notices for the first time that the weeds beneath her feet are beginning to smoulder.

FRIGO
You're really hot!

THURMA
Is it me? I thought everything
else was really cold.

EXT. DOWNSTREAM.

They're walking along the shore.

THURMA
Where I come from we don't have
rivers of cold steam.

FRIGO
We call it 'water.' You don't
have water?

THURMA
Not unless it's in clouds. Where
I come from it's too hot for
"water" to touch the ground.

They come to Frigo's boat lodged on a sandbar along the bank.

FRIGO
There it is.

Frigo kneels down and starts throwing sand into the boat.

FRIGO
Help me with this.

She picks up handfuls (it steams in her hands) and throws them into the boat.

THURMA
What's this for?

FRIGO
You can stand on it without setting my boat on fire.

EXT. STREAM BANK. LATER

Frigo's in the boat, holding a pole made from a slender sapling to keep it steady in the stream.

FRIGO
Now step in, on the sand.

She steps carefully into the boat from the bank.

She sits in the bow of the boat on a pile of sand, and he pushes off, poling out into the current.

THURMA
This is nice, being in a boat again.

FRIGO
Again? How can you have boats in your world without water?

THURMA
Our boats are made of stone. For rivers of fire.

FRIGO
Rivers of fire! I'd like to see that.

THURMA
They're fun to ride on.

FRIGO
If you want to see something nice, look over the edge.

They look over the edge and down into the water.

EXT. BOTTOM OF THE STREAM

GLOWING AURA FISH swarm and mingle in stunning patterns of color, always changing, like a living kaleidoscope under the water.

EXT. STREAM/BOAT

FRIGO
They're Aura Fish. They glow with different colors, depending how they're feeling. Yellow for happiness, blue for love, red for fear...

THURMA
They're so beautiful. We have nothing like that.

FRIGO
We almost don't either. I used to see them all the time, but now I go days and days without seeing even one.

Frigo poles the boat to the opposite side of the stream.

She steps out onto the bank.

THURMA
You may have saved the life of my people. Which is the shortest way to the Castle?

FRIGO
I'd better take you there myself. It can be dangerous.

THURMA
Don't you have to get back to your family?

FRIGO
(sardonic)
I have no family.

THURMA
I thought everyone had a family.

Frigo shakes his head.

FRIGO
I did. Once. But we didn't agree. So I went out on my own.

EXT. FOREST.

Frigo, using the slender pole as a walking staff, leads her through a forest of strangely shaped, bright colored trees. A breeze springs up, and a sad SIGHING SOUND begins.

It's joined by others, forming a CHORUS, that blend and change harmoniously.

THURMA
What's that noise?

FRIGO
It's the trees. They sing.

He shows her some branches are like organ pipes, some like flutes, and others like double reeds.

THURMA
Why are they so sad?

FRIGO
I never thought they were sad.
Their music sounds restful to me.

THURMA
It sounds like pain.

FRIGO
Well...a lot of the trees are
dying.

He points to a gnarled old tree without any leaves on it. You can almost make out a kind of face in the rugged bark. Further on beyond that tree, many of the others are also dead or dying.

FRIGO
Every time I come here, more and
more of them are dead.

Behind Frigo a PLANT COVERED WITH BULBOUS BLADDERS rises up from the ground and aims little nozzles at him.

THURMA
Watch out!

Too late. The BLADDER-WORT SHOOTS SILKEN THREADS AT FRIGO, CAPTURING HIM IN A TENT OF SILK. THE MORE HE STRUGGLES, THE MORE HE'S CAUGHT IN THE STICKY THREADS.

Thurma laughs at him. He gets angry.

FRIGO
Don't laugh at me.

THURMA
You look so funny.

FRIGO
Stay back. It's a thread spitter. They're vicious.

Thurma takes a deep breath and blows on the plant. Her HOT BREATH makes the plant wilt and shrivel up. She keeps blowing and MELTS THE SILKEN THREADS COVERING HIS BODY, until Frigo is able to pull himself free.

THURMA
That's what you meant when you said it was dangerous.

FRIGO
It only caught me because I was showing you the music trees.

THURMA
Then don't show me anything else, until we get to the Castle.

EXT. CASTLE OF THE CRYSTAL

The three suns are low toward the horizon when Frigo and Thurma finally approach the gleaming white crystalline Castle. They pause at the mouth of the tubular bridge across the moat. She shows Frigo her stone tablet.

THURMA
Is this the right place? In the drawing on my map it's all dark and pointy.

FRIGO
That's how it used to look, a long time ago before I was born. Or so I've heard. Who drew that?

THURMA
Enzah, my Clan Mother. She knows everything.

FRIGO
Nobody knows everything. Things change.

They walk into the tubular bridge.

INT. BRIDGE

They walk up the steep incline. Thurma's feet set the material of the tunnel smouldering.

FRIGO
Thurma, your feet!

She stops, paralyzed with fear.

FRIGO
Don't stop!

One of her feet burns a hole through the floor and she falls through. She catches herself with her hands, which set other fires.

THURMA
Help me!

Frigo holds out the slender sapling staff.

FRIGO
Hang on tight.

She grabs it, setting it on fire, and he starts pulling her out of the hole--but the thin staff burns through and breaks.

Thurma slips further down through the floor.

Frigo knows what he has to do. He takes a breath and grits his teeth as he grabs her with both hands. HIS HANDS SIZZLE AND SMOKE and he pulls her out of the hole.

FRIGO
(through his pain)
Now run!

She runs up toward the Castle. Frigo follows, bent over with the agony of his burnt hands. Behind him the floor of the tunnel burns brightly.

Podlings pass them running in the opposite direction with buckets of water.

INT. CASTLE ENTRY HALL

They run onto the stone floor of the entry. Aughra is waiting for them, glaring at them with her one eye.

AUGHRA
Burning bridges! Big mistake.
Always have a way to get out!

THURMA
I'm sorry. I didn't know it would burn.

AUGHRA
Wood burns. Didn't know? Ha!
Now you know!

Thurma turns to Frigo.

THURMA
Your poor hands.

FRIGO
I'll live.

THURMA
Let me see.

He reluctantly holds out his hands. They're BURNED SO RAW THE BONES SHOW THROUGH. Thurma looks to Aughra.

THURMA
Do you have any medicine?

AUGHRA
More than you deserve. Follow me.

She turns and walks away. They glance nervously at each other. Even young and beautiful, Aughra is intimidating. But they decide to follow her.

INT. CORRIDORS

More Podlings pass them carrying tools and wood to repair the bridge.

INT. THE CRYSTAL ROOM

Aughra leads them into a huge ceremonial chamber, where the BRILLIANT CLEAR CRYSTAL hangs suspended above a stone pavement in the center of the room.

THE SYSTEM OF MIRRORS ON THE PINNACLED ROOF CAN BE GLIMPSED through the TRIANGULAR OPENING in the ceiling. The mirrors outside shine the combined light of the three suns down onto the Crystal in ONE BRILLIANT BEAM.

THE CRYSTAL REFRACTS THE LIGHT INTO TEN RAYS SHINING HORIZONTALLY AT THE WALLS.

A small system of two mirrors shoots one of the rays up a shaft in the wall to Aughra's study above.

Frigo and Thurma are awestruck by the sight. Thurma gestures at the mirrors through the triangular hole above.

THURMA
What's all that...?

AUGHRA
Mirrors. Catching light. Add three suns together. How else have Conjunction?
(more)

AUGHRA (cont'd)
Wait a thousand years? Hmm? Too long for Aughra.

Aughra glances up briefly.

AUGHRA
Not much time left.

She leads Frigo to the nearest light ray.

AUGHRA
Stick your hands in the light.

Frigo hesitates. Something about the light seems weird.

AUGHRA
Light won't hurt. Aughra bathes in it every day. Makes me beautiful.

Aughra grabs his arms and thrusts his hands DIRECTLY INTO THE LIGHT RAY'S PATH.

AUGHRA
Hold still.

Frigo watches as his burnt and blackened hands heal, the skin growing smooth and new over the exposed bones.

Aughra looks up. One of the THREE BEAMS OF LIGHT COMING THROUGH THE TRIANGULAR OPENING FLICKERS AND FADES.

EXT. CASTLE

One of the THREE SUNS is sinking behind the distant mountains.

INT. CRYSTAL ROOM

The THIRD BEAM is extinguished, and the HORIZONTAL RAYS coming from the Crystal fade out too.

AUGHRA
That should do it. Just in time.

Frigo and Thurma stare at his hands with awe.

FRIGO
They don't even hurt!

Frigo turns with astonishment to the Crystal, goes to it, peers underneath.

FRIGO
What holds it up?

AUGHRA
Nobody knows. Not even Aughra. Rose up out of a deep hole. Hung there. Hole got filled up. Still hanging! Ha.

Aughra starts out of the Crystal Room, sees they're not following her.

AUGHRA
Come on then. Don't stand around like a pair of nebries.

They follow her out.

FRIGO
(whispering)
She has horns!

THURMA
(whispering)
I wonder what happened to her other eye.

Aughra heard, even thought they whispered. She turns on them.

AUGHRA
Looked at something I shouldn't have. A look's not worth an eye. Keep that in mind.

INT. CORRIDOR

One of the Podlings comes up to Frigo and hands him the charred walking stick he dropped in the tubular bridge.

INT. THRONE ROOM

Aughra leads them to where Jen and Kira are waiting, seated on twin thrones. Fizzgig is resting on Kira's lap.

AUGHRA
Here they are. Don't say I didn't warn you.

KIRA
Welcome to the Castle of the Crystal. I'm Kira and this is Jen. Forgive Aughra's rudeness, she's not good at meeting new people.

AUGHRA
Depends on the people.

Aughra gets too close to Fizzgig, who bares his teeth and growls at her. Kira strokes him, calming him.

KIRA
(to Fizzgig)
Fizzgig! *Huddara kos!*

JEN
Why have you come here?

THURMA
I am called Thurma. My Clan Mother sent me to ask for your help. Our people live in the middle of the world.

AUGHRA
Everyone thinks they live in the middle of things. Here. Show us.

Aughra points to a wooden globe of the world beside the throne. The globe is painted with mystical signs and ley lines, all converging on a representation of the Castle.

THURMA
The globe doesn't show it.

AUGHRA
It does! It's perfect. Made it myself. Show us where! Or admit you lie.

Thurma takes the globe from its stand beside the throne. It smoulders in her hands. She presses down with the edge of one hand and burns through, separating the globe into two smoking halves. It's hollow.

THURMA
Inside. That's where we live.

AUGHRA
No one lives there. It's too...

KIRA
Hot?

Aughra is bemused: for the first time in her life there's something she didn't know about the world. Kira and Jen share a smile of amusement.

THURMA
(showing with her fingers)
We walk on the inner surface. Our sun is in the center.

JEN
Why don't you fall into your sun?

AUGHRA
(thinking, excited)
Spin! The world spins!

Aughra takes the end of her belt, which has a metal ball on the tip, and spins it around.

AUGHRA
See, Gelfling? Spin keeps the ball from falling.

KIRA
You said you need our help.

THURMA
Our sun is dying. We don't know why. And all our people are dying. Our world is coming to an end.

KIRA
Can't something be done to save your world?

THURMA
My Clan Mother had a vision that you could save us, you could help us rekindle our sun. Please, save my people!

JEN
I wouldn't know how to rekindle a sun.

KIRA
Our three suns never needed it.

JEN
Could her vision be a mistake?

THURMA
My Clan Mother is never wrong. She has the True Knowledge.

JEN
What is it you need from us?

THURMA
To rekindle our sun, we need to borrow a shard of your Crystal.

Jen and Kira and the Podlings around them are shocked.

KIRA
Oh!

JEN
Not that.

THURMA
I'll bring it back. I promise.

Jen and Kira instinctively grasp one another's hand and gaze deep in one another's eyes.

DISSOLVE TO:

DREAMFASTING. A RUSH OF VIGNETTED IMAGES IN MINDSPEECH:

YOUNG JEN HOLDING A SHARD IN HIS HAND.

IN THE SHARD YOUNG JEN SEES A SKEKSIS SMASH THE CRYSTAL.

SKEKSES SURROUNDING THE DARK CRYSTAL, SUSPENDED OVER A STEAMING, FIERY PIT. THEY DERIVE NO COMFORT.

SKEKSES IN TRIAL BY JUDGMENT STONE, SCREAMING "HAKSKEEKAH!"

SKEKSES ATTACKING THE CHAMBERLAIN.

GARTHIM: SMASHING AUGHRA'S LAB AND A PODLING HOUSE; ATTACKING LANDSTRIDERS.

JEN (V.O.)
We can't let the bad times come.
Not again. Not ever.

KIRA (V.O.)
No. But that was before. Maybe
now it could be different.

YOUNG KIRA THROWS THE SHARD TO JEN, AND A SKEKSIS STABS HER IN THE BACK.

THE SHARD SPINS THROUGH THE AIR.

YOUNG JEN HOLDS YOUNG KIRA'S LIFELESS BODY IN HIS ARMS.

JEN (V.O.)
It cost us too much.

KIRA (V.O.)
Her world is dying. There must be
a way.

JEN (V.O.)
But not with our Crystal.

IMAGES OF THE DARK ENCRUSTATION FALLING FROM THE CASTLE CEILING, LETTING LIGHT SHINE THROUGH FROM OUTSIDE. A DEEP RUMBLE SOUNDS AND THE IMAGE SHAKES AS IF FROM AN EARTHQUAKE.

Their hands part. THE RUSH OF IMAGES FADES. Jen turns to Thurma and Frigo.

JEN
Our answer is no!

Thurma is shocked at his vehemence. Kira is uneasy.

THURMA
We have many things to trade. Stone carvings, metal, other kinds of crystals...

JEN
I said no. Leave the Castle.

KIRA
It's dark, Jen. At least let them stay until morning.

JEN
(reluctant)
Well...till morning. Aughra, show them where to sleep.

Aughra beckons for them to follow her.

Frigo whispers to Thurma.

FRIGO
I think Kira's on our side. Maybe we can appeal to her.

INT. CORRIDOR

AUGHRA
What about you, boy? What are you here for?

FRIGO
I came to show her the way. But I was wondering...

AUGHRA
Don't wonder too long. Causes wrinkles.

FRIGO
...why the Aura Fish are disappearing.

AUGHRA
Easy. The river comes from a spring. Deep down. The water is growing cooler. Little fish need heat to grow. You and the girl might have same problem, eh? No more fish, you'll have to eat something else.

FRIGO
Oh, I wouldn't eat the fish! I eat water lilies and roots.

AUGHRA
No accounting for taste.

INT. THRONE ROOM

KIRA
Jen, I don't think it's wise to reject her.

JEN
How many Gelflings died in the bad times? Do you want to risk that again?

KIRA
But she was sent by a wise one. On a quest, like you when we first came to the Castle. We didn't understand it then, but we did what we had to. And it turned out all right.

JEN
You *died*. I don't call that right.

KIRA
But I came back to you.

JEN
It could have gone the other way.

INT. AUGHRA'S STUDY

Aughra ushers them into her room. They look around with wonder at the strange devices and apparatuses. Aughra's bird is sitting on its perch, gawking at them.

AUGHRA
Your room is next to mine. But first, we have to make something for the girl.

THURMA
What?

AUGHRA
Shoes!

THURMA
Why?

AUGHRA
So your feet don't get you in more trouble!

Aughra takes down a SCULPTING TOOL hanging from a hook. It's made of five thimbles connected by wires. She slides her hand in it.

FRIGO
(to the bird)
Chachalaka?

BIRD
Chachalaka laka laka laka!

The Bird bobs up and down on its perch.

AUGHRA
So you speak Bird?

FRIGO
Just a few words. Do you?

AUGHRA
Tried. But birds know nothing. Too boring. Gave up.

Aughra plunges her hand into a block of stone, and scoops out the insides, which turn to powder.

The Bird flies over to a picture covered with a cloth. It tugs at the cloth with its talons and the cloth falls to the floor revealing a PORTRAIT OF THE OLD AUGHRA.

Thurma gives a little cry of surprise.

AUGHRA
Eh?

THURMA
It's just that picture...of that monster. It startled me.

AUGHRA
Monster? That's me. When I was younger.

FRIGO
Younger?

AUGHRA
When the three suns shine through the Crystal, it can heal any thing--even age. I'm three thousand years old!

Frigo and Thurma look at each other, not sure if they can believe her.

THURMA
But Jen and Kira, why don't they do it?

AUGHRA
Kira died. Came back to life. It won't work on her. And Jen...he's a fool. Wants to grow old with Kira. Hmph!

Aughra rounds off the edges to make a perfect clog. She tosses it onto the floor.

AUGHRA
There. Try that. Feel good?

THURMA
It fits.

AUGHRA
Keep from burning down the place. Had my house burn once. No fun. Lost my planetarium.

FRIGO
What's a planetarium?

AUGHRA
Ask the bird. He doesn't know either. Ha!

BIRD
Chachalacha laka chala chaka!

Aughra scoops out another clog for Thurma, and tosses it onto the floor.

THURMA
Thank you.

AUGHRA
It's not for you. It's for the Castle. Your room has a wood floor.

INT. TOWER ROOM. NIGHT

Thurma is sitting on the stone windowseat, looking out at the moonlit landscape around the Castle. Frigo is curled up asleep on a bed. Thurma stands up and clops over to him in her stone clogs. She touches her fingertip to a lamp wick and IT LIGHTS UP.

THURMA
Frigo, wake up.

Frigo sits up, awake, but disoriented.

FRIGO
What is it?

THURMA
We have to get a piece of the Crystal while they're asleep.

FRIGO
That's stealing.

THURMA
I can't let my world die in cold and darkness. Think, Frigo. Your Aura Fish are dying because of cold. The inside and the outside are connected.

FRIGO
(getting it)
And Jen and Kira don't know.

THURMA
If they understood, they would *want* us to take it. And rekindle my sun.

He gets up, rubbing sleep out of his eyes.

FRIGO
All right, let's take it. And bring it back when we're done.

THURMA
First we need Aughra's tool.

INT. AUGHRA'S STUDY. NIGHT

Aughra is asleep, snoring like an old woman, although she looks young and beautiful. The Bird watches Frigo tip-toe toward the hook where the sculpting tool is hanging.

BIRD
Cha?

FRIGO
(soothingly)
Chaaaaacha.

The Bird nods, reassured. Aughra stops snoring. Frigo looks at her with fear. Then she turns over and resumes snoring.

Thurma watches from the doorway, encouraging him to go ahead. He reaches up, slips the thimbles onto his fingertips, and tip-toes out.

INT. CORRIDOR. NIGHT

Thurma and Frigo hurry down the passageway. The place is deserted. Thurma's stone shoes clop loudly on the flagstones. Frigo turns to her.

FRIGO
Your shoes will wake everybody up.

Thurma steps out of her shoes and puts them in the asbestos bag at her waist which carries her stone map.

THURMA
Can you work the cutting tool?

FRIGO
I watched her make the shoes. It didn't look hard.

He touches the fingertips together and a SPARK ARCS between them. It provides an eerie light to illuminate their way, throwing big shadows on the walls.

Walking quietly they pass a snoring Podling, asleep in the corridor.

INT. CRYSTAL ROOM

They walk into the Crystal Room and approach the Crystal, which gives off a weird glow, as if some chemical reaction is proceeding in its depths.

FRIGO
How big a piece do you want?

THURMA
Not too heavy to carry. But not too small.

Fizzgig, who has been sleeping on top of the Crystal, wakes up and starts barking at them.

THURMA
Quick. He's going to wake up everybody.

Frigo walks forward, stretching out his hand with the sculpting tool. Fizzgig jumps down onto the floor, and continues barking and snarling at Frigo.

AN URSKEX SUDDENLY APPEARS BETWEEN FRIGO AND THE CRYSTAL: TALL, WHITE-ROBED, WITH LONG STICK-LIKE FINGERS, BULGING EYES, AND HAIR LIKE THE BLEACHED ROOTS OF AN UPROOTED PLANT. THE URSKEX SPEAKS VERY, VERY SLOWLY.

URSKEX
Do not touch the Crystal!

THURMA
We just want a little piece.

URSKEX
The part and the whole are bound together in an indissoluble bond---

FRIGO
Get out of my way.

URSKEX
---each a part of the other, and each a whole of uncountable parts stretching from the past to the---

FRIGO
I warned you.

Frigo takes another step forward, his hand outstretched.

Fizzgig darts in and nips Frigo's ankle.

Frigo trips over Fizzgig, and falls forward, toward the Urskex and the Crystal.

Frigo's hand passes through the Urskex, touching the Crystal. There is a FLASH OF LIGHT AND A CRACK OF THUNDER, AND THE URSKEX SPLITS APART INTO TWO WILDLY MORPHING HALVES.

Frigo's hand drives into the heart of the CRYSTAL and emerges EMBEDDED IN A CRYSTAL SHARD. (The sculpting tool, on the outside of the shard, falls off onto the floor.)

Frigo falls headlong onto the stone pavement beneath the Crystal. He looks up and sees the HUGE FLAW he's made in the Crystal. A DARK PURPLE CLOUD STARTS TO SPREAD OUT FROM THE FLAW TO REST OF THE CRYSTAL.

Frigo looks back and sees the two halves of the Urskex MORPH INTO TWO DIFFERENT CREATURES: A FOUR-ARMED MYSTIC WITH A LONG BEAK-LIKE MUZZLE AND A TAIL; AND AN EVIL REPTILIAN SKEKSIS.

THE MYSTIC LIFTS UP ITS HEAD AND BEGINS TO CHANT, A LOW RUMBLING NOTE THAT RATTLES YOUR TEETH.

THE SKEKSIS SCREECHES EXULTANTLY IN A HIGH, CACKLING VOICE.

SKEKSIS
Free again! Free! Free!

Fizzgig forgets about Frigo, sinks his teeth in the hem of the Skeksis' robe, and hangs on, while the Skeksis dances and twirls with joy, flinging Fizzgig around like a tassel.

FRIGO
What have I done?

THURMA
Your hand. The Crystal's on your hand.

Frigo tries to pull his hand out of the Crystal, or shake it off.

FRIGO
It's stuck.

THURMA
What do we do?

The Skeksis notices them and stops its dance of joy.

SKEKSIS
You have set me free, given me back my body. I will help you. We must escape. Together. Before the Gelflings catch us. Quickly.

It gestures for them to follow, as it heads for the wall. Frigo and Thurma look at each other and decide to follow the Skeksis. They run after it.

Aughra bursts through a door onto a high balcony, and Podlings crowd into the other balconies, looking down at the horrible sight. The Podlings set up a wailing.

PODLINGS
A Skeksis! The Skekses are back! They've broken the Crystal!

AUGHRA
Thieves. Crystal killers! Stop them.

The Mystic keeps CHANTING: is it an alarm? A lament for the damaged Crystal? It could be both.

The Skeksis reaches the wall, presses a hidden place, and a secret door opens in the wall, leading to a tunnel.

It darts inside, followed by Thurma and Frigo, and the door shuts after them.

As they disappear, the Podlings cry with despair.

Jen and Kira arrive on Aughra's balcony and look down at the Crystal and the Mystic chanting beside it. Kira SPREADS HER WINGS and flies down to the main floor, close to the Crystal, and examines the damage. She turns and calls to Jen.

KIRA
The Crystal's wounded!

JEN
Close the bridge.

AUGHRA
They're in the tunnels. Don't need a bridge. Never catch them. Aughra warned you. Wouldn't listen. Oafish Gelflings.

INT. TUNNELS UNDER CASTLE

The Skeksis leads them along a creepy tunnel, full of slimy crawling things, nothing like the corridors above.

FRIGO
What happened up there? There was a tall thing, and it split in half, and now there's you and that other one with the four arms...

SKEKSIS
We were two different people. Gelflings bound us together in one body. But you unbound us.

THURMA
How can two live in one body?

SKEKSIS
Was a prisoner. Inside stupid Mystic. Made me move slow. Had to share his evil thoughts.

It shudders with loathing at the memory.

FRIGO
What's so evil about him?

SKEKSIS
Hates my people. Took our freedom. Mystic wants everyone to be like him. Watch out! One day he'll hug you in his four arms and swallow you too. Then goodbye forever.

Frigo hurries along behind Thurma and the Skeksis, trying to pull the shard off his hand.

INT. CRYSTAL ROOM

Jen runs over to the chanting Mystic.

JEN
Ur-Sol! What happened?

The Mystic keeps chanting.

JEN
Ur-Sol, it's Jen. Don't you remember me?

The Mystic breaks off.

MYSTIC
I remember you well, Gelfling. You always did interrupt my songs.

He goes back to chanting.

JEN
(to Kira)
He's no good until he finishes.

Aughra picks up her sculpting tool from the floor where it fell off Frigo's hand.

AUGHRA
Stole my tool, they did. Cut Skeksis and Mystic apart. Bad for both. Bad for us. Bad for everyone.

KIRA
Bad for Thurma and Frigo--they're in the clutches of a Skeksis.

AUGHRA
Serves 'em right.

JEN
We can't let a Skeksis run loose with a shard of the Crystal. We have to do something.

AUGHRA
Do what, Gelfling? Skeksis gone, shard gone. Nothing left but him---going uuuuuuuuuuuuuu.

They all look at the Mystic placidly chanting.

JEN
There's only one thing we *can* do. I swore I never would. But...

KIRA
Jen, don't.

JEN
We have no choice.

EXT. OUTSIDE THE CASTLE. WINDY NIGHT

A HIDDEN TRAP DOOR OPENS in a grove of musical trees. The Skeksis exits from the tunnel, followed by Frigo and Thurma. Strange electrical discharges crisscross the landscape around the distant Castle. The trees are moaning, as if in pain.

SKEKSIS
Seeeee? Safe outside. As I said. Now, you help me.

THURMA
What do you want?

SKEKSIS
Give me the Crystal shard. I will free my people from the Mystics. Then we crush the Gelflings. And help you re-light your sun.

THURMA
Enzah told me to bring the Crystal home. If Enzah agrees, *then* you can use it to free your people.

SKEKSIS
(nasty)
No, freedom first. Then your sun.

FRIGO
Nobody can have it till I get it off my hand.

SKEKSIS
Will be easy, so easy.

FRIGO
It's not. I've been trying. It's growing into me.

The Skeksis grabs Frigo's wrist, and raises a sharp rock like an axe blade.

FRIGO AND THURMA
No!

Thurma grabs the Skeksis' raised arm. ITS FLESH SIZZLES. The Skeksis cries out with pain and drops the rock.

INT. CRYSTAL ROOM

The Mystic, chanting, looks down at one of his own arms, which smoulders and sizzles like the Skeksis' arm. With two other hands, the Mystic tears off a patch from his cloak and applies it to his injured arm, while still chanting.

EXT. OUTSIDE THE CASTLE/WINDY NIGHT

The Skeksis sucks on its burned arm, whimpering.

THURMA
Don't you touch him again.

SKEKSIS
It's only a hand.

THURMA
Only?

SKEKSIS
(fake astonishment)
Can't he grow a new hand?

FRIGO
No.

SKEKSIS
Too bad. Have to think of something else then.

THURMA
Think by yourself. We're going.

Thurma and Frigo start away. The Skeksis inserts itself between them.

SKEKSIS
(sweet as a razor)
If you won't cut off his hand, how will you take the crystal to Enzah? He cannot go into your world of fire. He will burn.

Thurma pauses.

THURMA
Enzah will know how. I'll leave him at the door to my world, then come back and tell him.

SKEKSIS
I know a secret. To protect him from the fire. So he can go with you. I will show you if you let me come.

THURMA
Why do you want to come?

SKEKSIS
To get as far from Gelflings as I can. Where they can never catch me. Never make me share bodies with nasty Mystic again.

Thurma turns to Frigo.

THURMA
Do you believe him?

FRIGO
If Enzah is the only one who knows how to take this off me... it's worth a try.

THURMA
All right. You can come with us. But no more chopping hands.

SKEKSIS
Yesss. I will show you my secret. We will go together underground. Meet Enzah. She will help us all.

The wind suddenly picks up. The moaning of the trees becomes a harsh roar. Thurma puts her hands over her ears.

THURMA
The trees are hurting my ears.

SKEKSIS
Burn the trees down. That will shut them up.

FRIGO
No! They're alive, just like us. They have a right to live.

The wind increases in strength. Leaves and dust blow past them. The roaring of the trees becomes a shriek. Fizzgig, still hanging onto the Skeksis' cloak with locked jaws, is fluttering around in the air behind him.

THURMA
Let's go, before we're deaf.

Thurma sets off, leaving glowing fiery footprints behind her. Covering one ear with his good hand, Frigo follows with the Skeksis.

The Skeksis notices Fizzgig blowing in the wind at his back and swipes in vain with its bony claws to dislodge him.

INT. CASTLE. CORRIDOR

Aughra leads Jen and Kira down a long gloomy corridor. The walls are not the shining white walls of the Castle above, but dark stone. A few nervous Podlings carry dim lamps.

AUGHRA
You sure this is what you want?

JEN
Yes.

AUGHRA
What happens will be your wish, not mine, Gelfling.

Aughra fumbles with her keys at a massive stone door.

KIRA
I saw so many die, Jen. There must be another way.

JEN
Can you think of one?

KIRA
You and I could bring back the shard. We did it before.

JEN
We were younger then.

INT. STORE ROOM

The door swings open on huge hinges. They walk into a dusty storeroom that hasn't been entered in years. Lots of junk from the days of the Skekses' rule fills the room. Aughra pokes around, making disgusted noises.

Kira notices a chair with clamps. It looks like a torture device. (In the first movie, it was.) She touches it and VIGNETTED MEMORIES FLOOD BACK: KIRA CLAMPED IN THE CHAIR, WRITHING HELPLESSLY AS A LIGHT SHINES IN HER EYES. AN EVIL SKEKSIS LEANS OVER HER. HELPLESS ANIMALS, AND AUGHRA, WAIT TERRIFIED IN CAGES FOR THEIR TURN.

Distressed by her memories, Kira pulls her hand away from the chair and the images stop. Aughra shouts with triumph.

AUGHRA
I found it! The Garthim Scepter.

She holds up an ornate Scepter, once used by the Skekses' General to control the Garthim, offering it to Jen.

AUGHRA
(continuing)
The Garthim power is yours.

Jen shakes his head.

JEN
You do it.

AUGHRA
It's easy. I can show you how.

JEN
No, I might like it too much.

Aughra smiles and raises the Scepter over her head. The nervous Podlings shrink back in fear at what is about to happen. STRANGE VERMIN, disturbed by the activity, scuttle away in the shadows.

Aughra waves the Scepter around in the air. A weird light seems to flicker around it.

AUGHRA
Garthim! *Lakhmana sashakha skeekha!*

SUDDENLY, THE SCATTERED BODY PARTS OF LONG-DEAD GARTHIM STIR ON THE BOTTOM LAYER OF THE DETRITUS. THEY RISE UP IN PIECES, FLINGING IN ALL DIRECTIONS WHATEVER LIES ON TOP OF THEM. THEN THE WARLIKE BODY PARTS JOIN TOGETHER, ASSEMBLING THEMSELVES INTO COMPLETE GARTHIM EXO-SKELETONS.

BUT THE GARTHIM NOW HAVE CLEAR BODIES INSTEAD OF THE PITCH BLACK ONES THEY HAD UNDER THE SKEKSES' CONTROL. THEY GIVE OFF A WEIRD LIGHT FROM WITHIN THAT SHINES THROUGH THEIR DIAMOND-LIKE SHELLS.

THEIR CLAWS BEGIN CLICKING OMINOUSLY.

Kira moves closer to Jen, and he puts his arm protectively around her.

THE GARTHIM'S LITTLE RED EYES COME ALIGHT, AND THEY BEGIN TO SCUTTLE SIDE TO SIDE IN THEIR CRABLIKE WAY.

Aughra takes out her Eye, reaches up, and inserts it into an eye-socket of the closest Garthim. Suddenly the Garthim is transformed; it begins to be the obvious leader.

AUGHRA
The Eye will lead them.

The HEAD GARTHIM leads the others out of the room and down the corridor. Kira and Jen shrink back to avoid touching them as they pass. One of the Podlings faints.

EXT. CASTLE/BRIDGE/NIGHT

The Diamond Garthim boil out of the tubular bridge and begin to circle the Castle, searching for footprints. Their inner glow illuminates the ground. The wind is howling. The sky is dark. Eerie lightning flickers across the ground toward the Castle.

EXT. MOUNTAINS. NIGHT

Frigo pauses as they crest a hill and looks back at where they've been. Far below, the Castle is surrounded by storm clouds and lightning. But up here the air is calmer. The moon shines peacefully down on them.

FRIGO
What's that?

The Skeksis and Thurma stop and look back at the Castle. They see the tiny glowing sparks of the Diamond Garthim making a spiral around the Castle.

SKEKSIS
Garthim!

THURMA
What is Garthim?

SKEKSIS
They're what you don't want coming after you. All claws, no brain.

THURMA
If they're stupid, we can outsmart them.

SKEKSIS
Stupid can be stubborn. And stubborn is strong. Like this thing on my cape...

The Skeksis whirls around fast, trying to catch Fizzgig on the end of its cape, and smack him with a bony hand or snap at him with its crocodilian jaws, like a dog chasing its tail. But Fizzgig stays just out of reach.

Frigo picks up a rock while the Skeksis and Fizzgig twirl.

FRIGO
I'll need both hands to fight these Garthim.

SKEKSIS
(twirling)
Can't fight. Only Garthim Scepter has power over them. Should have got it from Castle. Too late now.

Frigo puts his Crystal hand on the ground and raises the rock over his head.

THURMA
What are you going to do?

FRIGO
Maybe I can smash this off.

THURMA
Don't break it. We need it.

FRIGO
And I need two hands.

Frigo brings the rock down hard on the Crystal surrounding his hand. He cries out in pain.

THURMA
Did you hit your arm?

FRIGO
No, I hit the Crystal. But it feels like it's part of me. It hurts like my own hand. I think it's alive.

They see the Skeksis pick up the rock and throw it at Fizzgig, whose jaws are still locked on the Skeksis' cloak.

FRIGO
Don't hurt him. Ask him to let go. Nicely.

SKEKSIS
Be nice to balding hairball?

FRIGO
Kira called him Fizzgig. "Fizzgig. *Huddara kos!*"

Fizzgig lets go of the Skeksis' cape and drops to the ground. Frigo reaches in the pocket of his vest, takes out a fruit, and gives it to Fizzgig, who gobbles it up.

FRIGO
It's only a marsh fruit, but it's tasty.

Fizzgig nuzzles against Frigo's ankle, purring.

FRIGO
I'm sorry. That's all I have. Wait, I have a mushroom. You give it to him.

Frigo takes a mushroom out of his other pocket and tosses it to the Skeksis. Fizzgig sits up and begs for it. The Skeksis tosses it to him, and Fizzgig catches it and gobbles it down. Fizzgig nuzzles the Skeksis' ankle.

FRIGO
See, you've made a friend.

SKEKSIS
He just wants more food.

The Skeksis kicks at Fizzgig with its massive crocodilian foot. But Fizzgig dodges just out of reach.

FRIGO
That wasn't nice.

SKEKSIS
I wouldn't hurt dear little Furbag. I was training him...to avoid danger.

THURMA
No more lessons like that.

EXT. OUTSIDE OF CASTLE/HIDDEN TRAP DOOR. NIGHT

The Garthim come to the spot where their quarry came out of the trap door and headed away from the Castle. The Head Garthim sees Thurma's burnt footprints on the ground. It examines the ground closely with Aughra's Eye, and then follows the trail toward the Musical Forest. The rest follow in a straight line, clicking their claws.

EXT. HIGH MOUNTAIN FOREST. DAWN

Thurma and Frigo are doggedly climbing uphill. With his good hand, Frigo uses his charred sapling branch as a hiking staff.

The Skeksis sniffs something, pauses, and slips off the trail into the brush. Fizzgig looks at Frigo and Thurma ahead, but decides to follow the Skeksis.

Frigo accidentally bangs his crystal-covered hand into a boulder, and winces with pain. He drops his hiking staff and cradles his sore hand with his good hand.

FRIGO
It's growing. It was only up to here in the Castle, now it's way past my wrist.

Thurma looks back down the trail.

THURMA
Where did the Skeksis go?

FRIGO
And Fizzgig.

THURMA
They were just behind us.

EXT. FOREST. DAY

The Skeksis finds a rotten log.

SKEKSIS
Ahhh, food.

He plunges his claws into the rotten log and pulls it apart. Inside, it's swarming with WHITE MAGGOTY THINGS.

The Skeksis inhales like a wine expert enjoying a rare vintage, and plunges his long crocodilian muzzle into the churning mass. He makes lip smacking sounds as he vacuums in the maggots.

Fizzgig finds a ripe fruit lying on the forest floor. He gobbles it up in one bite. Then he sees another ripe fruit, half-hidden by dead leaves. Fizzgig takes a big bite of that one. SPROING! A WOVEN WICKER TRAP SNAPS SHUT AROUND HIM.

Fizzgig shrieks and howls.

EXT. FOREST TRAIL. DAY

Frigo and Thurma hear the noise, and race toward the sound.

EXT. FOREST. TRAP SITE.

Fizzgig is hurling himself against the walls of his prison in vain. The Skeksis has stopped eating and is staring at Fizzgig indifferently, maggots falling out of his mouth, as Frigo and Thurma arrive.

THURMA
What did you do to him?

SKEKSIS
(mouth full)
Nothing. He did it himself.

The Skeksis kneels down behind the log, to get at the fat juicy maggots on its underside.

FRIGO
Fizzgig. *Huddara kos!*

Fizzgig doesn't calm down, gets even more frenzied.

THURMA
Who would do such a cruel thing?

FRIGO
Trappers.

Frigo pushes on a hidden hinge at the back of the trap, and it springs open. Fizzgig leaps out whimpering.

Frigo stomps on the trap, smashing it to smithereens.

FRIGO
Where there's one, there's more.

He pulls on a rope attached to Fizzgig's trap, and the rope pulls up from the ground, leading to another cage behind a rock.

Inside is a cowering terrified CREATURE, WITH BLUISH SILVERY HAIR, CUTE, SORT OF LIKE A MONKEY OR A LEMUR. It screams with fear as Frigo reaches for the cage.

FRIGO
I'm not going to hurt you.

Frigo opens the trap, and the Creature scampers away, shouting "Glubu, glubu!"

GLUBU
Glubu, gub-guboogoo guba, ub gagluba!

THURMA
What is it saying?

FRIGO
(translating)
It says Glubu thanks us, its brothers and sisters thank us, and its...gagluba...must mean something like "its mother" ... thanks us too.

Frigo pulls up more rope and finds another trap, empty, and smashes it underfoot. Glubu does a back flip and chortles with joy at the sight.

Angrily, Frigo pulls up more rope, following it through the underbrush. Glubu skips along beside him, eager to watch Frigo smash more traps.

Together they follow the rope as Frigo pulls it up...until the rope stops at the foot of a TRAPPER.

The Trapper looks like Frigo, only older, bigger, and kind of dirty looking, with matted hair, and rough skin. The Trapper carries a heavy club.

TRAPPER
Smashing my traps? Stealing my food?

The Trapper smashes his club down at Glubu, who leaps away just in time. The Trapper tries again and again, but Glubu always jumps away.

The Skeksis peeks over the rotten log, sees trouble, and ducks back down behind the log again.

Panting and sweaty, the Trapper finally gives up, and turns angrily on Frigo.

TRAPPER
Because of you, I won't eat tonight.

FRIGO
You shouldn't eat the glubus. They have feelings, just like us.

TRAPPER
(recognition dawning)
I know you. You're Frigo. You're an outcast. Drop that rock in your hand.

FRIGO
I can't. It's stuck.

He waves his hand around to show the Trapper what he means.

TRAPPER
No wonder your nest kicked you out. You're a freak.

FRIGO
They didn't kick me out. I left.

TRAPPER
You're an outlaw. Stealing my food. Smashing my traps. You need a lesson.

He raises his huge club over his head, preparing to hit Frigo. But Thurma grabs the club from behind, holding it tight in her hands. The Trapper turns to look at her, amazed that a mere girl would challenge him.

He sees his club SMOULDER AND BURST INTO FLAME where she's holding it.

He yells, drops the club, and backs slowly away from her as she kicks dirt over the club to put out the fire.

TRAPPER
You'll be sorry you did that.

The Trapper trips over Fizzgig, who roars at him. Unbalanced, the Trapper falls backward over the rotten log, landing on top of the Skeksis hiding behind it.

The Skeksis rears up to its full height and HISSES FEROCIOUSLY at the Trapper, opening its mouth wide to show crooked teeth and a mouthful of squirming maggots.

The Trapper turns tail and runs off through the underbrush.

SKEKSIS
Can't I eat in peace?

FRIGO
You were hiding.

SKEKSIS
Waiting to surprise him. It worked.

The Skeksis buries its jaws again in the rotten log, eating grubs with slobbering noises of delight.

THURMA
(to Frigo)
What did he mean by 'outcast?'

FRIGO
I don't eat things that have feelings. My people didn't like it, so I left home. I live on my own now.

THURMA
I've never eaten anything alive. It seems...horrible.

FRIGO
What do you eat?

THURMA
We find these pebbles...power pebbles.

She takes the asbestos bag from her waist and opens it. She reaches in and takes out a GLOWING GREEN PEBBLE.

THURMA
When rock melts, they float to the top and we skim them off. If it's too cold to melt rock, we starve.

She pops it in her mouth, chews, and swallows. Heat waves ripple around her.

Suddenly Frigo turns his head and puts a hand behind his ear.

FRIGO
Quiet. Do you hear that?

They all listen. A SOUND OF GIANT CLAWS CLICKING.

SKEKSIS
Garthim.

Frigo and Thurma crawl through the undergrowth back toward the path. The Skeksis follows stealthily, making no noise.

EXT. MOUNTAIN PATH

Frigo, Thurma and the Skeksis peek out of the leaves. The Head Garthim, with Aughra's Eye in its head, leads a line of Diamond Garthim up the path.

Their CLAWS CLICK EXCITEDLY as they pause to examine Frigo's charred hiking staff on the ground where he dropped it.

INT. CRYSTAL ROOM

The Crystal is now filled with the dark purple color that began to spread when Frigo cut out the shard.

Aughra sits, asleep, near the Crystal. SHE'S LOOKING OLDER. Her cheeks are webbed with wrinkles, and her pert turned-up nose is beginning to collapse back into her face.

Nearby the Mystic is making a sand painting on the floor, strewing different colored sands in an intricate pattern with his four arms.

Podlings are grinding up jewels with pestles and mortars to make the different colors: rubies for red, amethysts for violet, diamonds for white, sapphires for blue, emeralds for green, and tawny topaz for yellow.

Aughra twitches awake.

AUGHRA
They did it! Garthim found the thieves! The Eye has seen.

KIRA
Did they hurt Frigo and Thurma?

AUGHRA
Don't have them yet. Just the boy's stick. But soon now.

She struggles to her feet, eyeless and blind, and makes her way across the Crystal Room to Jen and Kira, tapping with her stick. She's elated with her news.

JEN
A stick is not the shard.

AUGHRA
My Garthim will find them.

JEN
Your Garthim? You used to hate the Garthim.

AUGHRA
When the Skekses were master. Now *I* am the master. I, Aughra! Used the Scepter! Gave Garthim Life!

KIRA
I think you're beginning to like this too much.

JEN
We need the shard soon. Everything the Crystal healed is getting worse again.

Aughra tosses her long hair, now iron gray, and runs her fingers lovingly through it.

AUGHRA
At least Aughra is still young and beautiful.

Jen and Kira look at one another with dismay.

JEN
(gently)
Aughra, you show some signs of it wearing off.

AUGHRA
Nonsense. Still have my lovely hair.

KIRA
Yes, your hair is lovely...

Aughra stops running her fingers through her gray hair and touches her face gingerly. Her expression changes. She starts to feel all over her face, her neck, her arms, her hands...

AUGHRA
My beauty! It's gone! I'm old!

JEN
When we get the shard back, the Crystal will heal you again.

AUGHRA
But what about now! Heh? Aughra is falling apart!

Upset, Aughra walks blindly out of the Crystal Room RIGHT THROUGH THE MYSTIC'S SAND PAINTING, unwittingly WIPING OUT HALF OF IT.

Podlings gasp.

The Mystic stops for a moment, looks at the damage.

KIRA
(distressed)
Oh, Ur-Sol! Your painting! And you spent so much time on it.

MYSTIC
Time is a road we must travel. The road up and the road down are one. But not the same.

The Mystic patiently starts to redo his sand painting. Kira looks at Jen, bewildered.

KIRA
What did he mean by that?

JEN
He's a mystic. They never make sense at first. Later, you figure it out. Sometimes.

EXT. MOUNTAIN PATH

Frigo, Thurma, and the Skeksis watch the Garthim disappear up the mountain path.

FRIGO
They're ahead of us. We'll have to go back.

SKEKSIS
I know another way.

The Skeksis sets off at an angle through the underbrush. Frigo and Thurma follow. Frigo carries Fizzgig.

FRIGO
(whispering to Thurma)
Should we trust him?

THURMA
(whispering)
He helped scare off the trapper.

FRIGO
(whispering)
You did that.

They pass the smouldering coals of the Trapper's club on the ground.

After they disappear, Glubu drops down from a tree and follows them warily, trying not to be seen.

EXT. MOUNTAIN CANYON

The Skeksis leads Frigo and Thurma along a narrow canyon. Fizzgig scampers along at Frigo's feet. STRANGE TENTACLE-LIKE VINES grow along the rock walls and seem to writhe spasmodically.

THURMA
There. Did you see that move?

FRIGO
Oh, that's normal. They're hunting.

THURMA
Hunting?

FRIGO
They ooze drops of sweetness. Little flying things land to lap it up, and get caught.

THURMA
Why don't the flying things learn to stay away?

FRIGO
They're so tiny they can only remember one thing at a time. And the drops are so sweet.

They reach a place where the canyon splits into two channels. The Skeksis stops.

SKEKSIS
Here we can go two ways. One is steeper--the other longer.

Frigo and Thurma step forward to peer at the two paths.

FRIGO
Take the easier way.

THURMA
Take the shortest way.

They laugh.

THURMA
Sooner is better than easier.

FRIGO
Fizzgig can barely keep up. And you've got those heavy shoes...

THURMA
Don't worry about me. And you can carry Fizzgig.

Behind their backs, as they talk, the Skeksis sidles closer to Fizzgig, slips a long reptillian toe under him, and flips him up into the Tentacles on the canyon wall.

Fizzgig HOWLS and ROARS as he is SEIZED BY THE TENTACLES.

Frigo and Thurma turn around and see Fizzgig's plight.

SKEKSIS
Problem solved. Go now.

The Skeksis sets out on the steeper path.

FRIGO
Wait! We have to rescue him.

SKEKSIS
No! Don't waste time on clumsy vermin.

THURMA
Don't you have feelings for anyone?

SKEKSIS
I am Skeksis. Don't like anyone. So I get more time to spend on me.

Up on the rock wall the TENTACLES squeeze Fizzgig tighter, and he HOWLS EVEN LOUDER.

THURMA
I know what to do.

She picks up a rock and blows on it till it's RED HOT. Taking careful aim, she hurls it. The rock flies into the Tentacles beside Fizzgig and sticks there. SMOKE AND STEAM POUR out from around the rock. A SHUDDER RUNS THROUGH ALL THE TENTACLES ON THE CANYON WALL. THE TENTACLES SHRIEK. The Tentacles RELEASE FIZZGIG and he drops toward the canyon floor.

Frigo catches him in his arms. Frigo and Thurma comfort Fizzgig, who's whimpering.

FRIGO
Calm down. You're safe now.

THURMA
(to Skeksis)
You're going to end up as a lonely old lizard.

SKEKSIS
No! Never lonely! Never! I am all I need. Me is enough for me!

FRIGO
(to Thurma)
You're right. We all need somebody else.

She smiles at him. He reaches out his good hand toward her.

THURMA
Careful!

He draws his hand back, embarrassed.

FRIGO
Oh. Right. I forgot.

SKEKSIS
You saved Buzzfug. We go now. Too many Garthim around here.

He starts off again. Frigo puts Fizzgig in his pocket, and he and Thurma follow the Skeksis.

The Glubu pops into sight, following them secretly.

EXT. MUSICAL FOREST. DAY

A beautiful day. Jen plays on his double flute while Kira picks wildflowers. Kira gazes at him lovingly.

A black shadow falls over them. They look up with shock and disbelief.

JEN
Kira, run!

They run away from whatever is above them. Its shadow covers more and more of the landscape.

In longshot A GIANT BLACK GARTHIM walks toward them dominating the landscape. Jen and Kira are like insects before it, running in slow-motion.

The Garthim STOMPS THE CASTLE FLAT.

Jen holds Kira as debris rains in slow motion all around them. They look up at a GIANT CLAW slowly descending on them.

INT. JEN AND KIRA'S CHAMBER. NIGHT

Kira sits up in bed, terrified, her face beaded with sweat. She looks around and sees Jen, peacefully sleeping beside her. She reaches out to wake him, then pauses and decides not to.

She gets out of bed and leaves the room, taking a dim lantern from the wall.

INT. CASTLE CORRIDOR. NIGHT

Kira makes her way along the corridor by the light of her lantern.

INT. CRYSTAL ROOM. NIGHT

Kira enters the Crystal Room just as the Mystic drops a handful of diamond dust in the center of his sand painting, sits back and makes a gesture of completion.

He is illuminated by flickering torches in sconces around the walls. Behind him the mortars of ground-up jewels stand empty. There are no Podlings about. The Mystic is alone. He stares at his completed work. Without looking up he speaks.

MYSTIC
I was expecting you, Gelfling.

Kira is startled, then realizes that after all he's a Mystic.

KIRA
I couldn't sleep.

MYSTIC
You are troubled by thoughts that lie too deep for the living.

KIRA
I'm afraid. I feel there's a pattern we're meant to follow in our troubles. But we can't see it. Jen least of all.

MYSTIC
(gesturing her closer)
Come, see the message of the dust that fell from these four hands.

Awed by the moment, Kira goes to stand beside the Mystic, and looks down at the sand painting.

INSERT CLOSE-UP OF PAINTING:

It's perfect: concentric rings--a map of the world showing the three suns, the Castle and a volcano on the surface. A winding tunnel leads down from the volcano to the hollow core, which has a sun floating in the very center. The whole design is in a beautiful abstract geometric style.

BACK TO SCENE

KIRA
It's like what Thurma showed us--
the world, inside and outside.

INSERT CLOSE-UP OF PAINTING:

Around the circular edge of the painting runic letters writhe in glittering diamond dust.

BACK TO SCENE

KIRA
What does the writing say?

MYSTIC
"Beneath the sky or down below
Garthim only bring us woe.
Time will heal the Crystal flaw,
By hand, but not by Garthim claw."

KIRA
"By hand, but not by Garthim
claw!" But whose hand does heal
the Crystal flaw?

MYSTIC
It is not yet given us to see.

KIRA
Could it be my hand?

MYSTIC
It is for you to discover.

KIRA
Thank you, Ur-Sol.

Kira leaves the Crystal Room with new resolve.

INT. JEN AND KIRA'S CHAMBER

Jen is sleeping soundly. Kira touches him on the shoulder.

KIRA
Jen! Wake up. We have to find
Frigo and Thurma ourselves.
Everything is ruined if we don't.

JEN
(groggy)
Had another bad dream?

KIRA
Yes. No! It's all in Ur-sol's painting. The Garthim are not the answer.

JEN
It's a big world, and they're far ahead.

KIRA
It's the path we have to follow.

JEN
Kira, it's the middle of the night. Let's talk in the morning.

Jen turns over and goes back to sleep. Kira stands for a moment, unhappy. Then she leaves the chamber.

INT. CASTLE/CORRIDOR. NIGHT

Dressed in a hooded cloak, carrying the lantern, Kira makes her way along the gloomy corridor to the store room.

INT. STORE ROOM. NIGHT

Kira stops at the massive stone doors, left open from the night the Garthim came to life.

Gathering her courage, Kira holds the lantern high and steps into the store room. In the flickering light she looks for the Garthim Scepter and finds it leaning against one wall. She takes it and quickly leaves.

EXT. CASTLE. NIGHT

Kira emerges from the mouth of the tubular bridge outside the Castle with the Garthim Scepter in her hand.

EXT. OUTSIDE OF CASTLE/NEAR HIDDEN TRAP DOOR. NIGHT

In the light of the full moon, Kira examines Thurma's burnt footprints, and the claw prints of the Garthim.

Kira raises her head and utters the strange ululating cry of the Landstriders. SOMETHING MASSIVE STIRS among the trees of the Musical Forest.

INT. JEN AND KIRA'S CHAMBER. DAWN

Light from one of the suns peeps through the window and touches Jen's face. Jen stirs and opens his eyes. He sees the bed is empty where Kira should be.

JEN
Kira?
(sits up)
Kira!

EXT. FOREST TRAIL BESIDE POND. DAY

Fizzgig peeks out of in Frigo's pocket, as the Skeksis leads Thurma and Frigo through a forest. Thurma is carrying her stone shoes again, her feet leaving a blackened trail.

SKEKSIS
...I was next in line for the throne. If not for Gelflings, I'd be Emperor now.

FRIGO
What's an Emperor do?

SKEKSIS
Keeps the lower creatures in their place.

FRIGO
Lower creatures?

SKEKSIS
Like Fuzzgag. And you and Hot Hands. You know, vermin.

FRIGO
I'd rather be with the vermin, than be with you.

SKEKSIS
Too late. Your family threw you out. Even vermin don't want you.

The Skeksis pauses for a drink where a spring trickles out of the rock into a shallow pond. Frigo looks like he wants to kick the Skeksis into the pond.

Thurma tries to defuse a gathering storm.

THURMA
Look, what are those pretty blue things?

RIPE BLUEFRUIT the size of apples are growing on a bush. Frigo grabs some and stuffs them in his pocket.

FRIGO
Bluefruit! We're in luck! These are the most delicious---

A ROPE NET FALLS ON FRIGO. Thurma cries out in dismay.

The Skeksis turns around and comes back to them. Frigo tries to fight his way out of the net, gets tangled up, and falls to the ground. A BLUEFRUIT FALLS out of Frigo's pocket and ROLLS AWAY.

Thurma reaches out to help him, grabs the net with her hands and starts to burn it away, strand by strand.

FRIGO
(looking at the Skeksis)
You led us into a trap!

SKEKSIS
Not true! Not true!

Another net falls over the Skeksis, entangling him too, and he falls down. Struggling, he hisses and snarls. Fizzgig rolls away on the ground like a ball.

A net falls over Thurma. It immediately starts to smoulder. Instead of struggling like Frigo and the Skeksis, she just stands there and waits for it to burn up.

A GROUP OF TRAPPERS appear out of the undergrowth and surround them. In the lead is the TRAPPER whose Glubu they freed. He gestures at the Skeksis.

TRAPPER
He's just a big lizard. His hide will make a nice pair of boots.

The Trapper moves on to Frigo.

TRAPPER
Your skin's too thin for boots. But I'll think of something. Maybe I could use that shiny thing on your hand.

He kicks Frigo's crystal hand. Frigo cries and doubles over with pain.

TRAPPER
Hurts, does it?

He turns to Thurma just as the ropes burn through and the smouldering net drops off her onto the ground.

THURMA
Let them go free.

TRAPPER
Nobody goes free today. No matter how hot they are.

Thurma kicks at the Trapper with a stone shoe. He dodges away in time, and the blow doesn't land.

The Trapper signals to his men. They scoop up water from the pond in leather buckets and throw it on Thurma.

Thurma screams with pain as clouds of steam rise up. She sinks to her knees and tries to roll herself into a ball.

TRAPPER
Faster. Wet her down good.

FRIGO
Leave her alone! *I'm* the one who smashed your traps.

The Trappers just laugh. Some of them poke Frigo and the Skeksis with sharp sticks.

Thurma starts to turn blue as the water cools down her enormous body heat. She becomes sluggish as a gekko on ice.

The Trapper reaches out and touches her with his hand.

TRAPPER
Cool. Tie her up now. And keep her good and wet.

Two other Trappers tie her hands behind her. She's shivering and shaking. Another Trapper takes off her stone shoes and throws them in the pond, where they hiss and sink.

Thurma is so cold she can hardly talk. On impulse, Frigo reaches out through the mesh of his net and touches her forehead with his good hand.

THURMA
Your...hand...doesn't feel...cold.

FRIGO
And you don't burn me any more.

THURMA
Too bad we...had to wait...for this...

The Trapper grabs his net and drags Frigo away from her.

TRAPPER
No whispering, you two.

EXT. BACK ALONG THE FOREST TRAIL.

Fizzgig, rolling back the way he came, runs into Glubu, and knocks him over like a bowling ball knocking down a pin.

Glubu angrily scolds Fizzgig in Glubu-talk.

Glubu suddenly stops talking and looks back at the pond: the Trappers have stopped torturing Thurma and are staring at Glubu.

Glubu presents his posterior to the Trappers, wiggles it a bit, and makes a rude noise at them.

TRAPPERS
Glubu!!!

The Trappers suddenly charge toward Glubu and he runs away.

Fizzgig rolls aside as the Trappers stampede past. One of them tries to cast a rope net over Glubu, but it falls short.

EXT. FOREST TRAIL BESIDE POND

The Trapper whose traps he smashed grabs Frigo's rope net and drags him along the ground.

TRAPPER
The Elders will decide what to do with you.

FRIGO
Let me up. I can walk.

The Trapper ignores him, keeps dragging him in the net.

FRIGO
It's less work for you if I walk.

The Trapper pauses, panting.

TRAPPER
All right. On your feet.

Frigo stands up and they follow the group of Trappers trying to capture Glubu.

Glubu disappears in one place. They search for him. Then he suddenly appears waving at them in a different place. They run over, and he disappears again and pops up someplace else.

After a while, we begin to suspect there's more than one Glubu, and sure enough, two of them pop up at once. Then three at once. Then more and more.

SECOND TRAPPER
That one's mine!

THIRD TRAPPER
I saw him first.

SECOND TRAPPER
Which one?

THIRD TRAPPER
Both.

The two Trappers dive for the two Glubus, miss their prey, and bang their own heads together.

The Trappers are going crazy, like dogs running through a flock of birds. There are lots of Glubus, but they can't catch them.

EXT. FOREST GULLY

The Trappers don't realize the Glubus are leading them along a gully, skipping and taunting them.

His Trapper shoves Frigo roughly along in front of him.

One Glubu pretends to hurt himself, and limps along behind the rest. The Trappers all converge on him, but just at the last moment, the Glubu recovers and skips away. All the other Glubus laugh.

EXT. FOREST TRAIL BESIDE POND

The Skeksis is struggling to get out of his net with no success. Thurma lies unmoving, wet and blue, barely conscious.

Fizzgig comes back cautiously. The Skeksis sees Fizzgig and stops struggling.

SKEKSIS
(trying to be sweet)
Little Fizzgig, you remember me.

The Skeksis pulls out a fat white wiggly grub and holds it toward Fizzgig. Fizzgig turns away and starts sniffing Thurma's net.

SKEKSIS
Fizzgig. Little friend.

The Skeksis sees the Bluefruit Frigo dropped, grabs it, and holds it out toward Fizzgig

SKEKSIS
Fizzgig, food. Food for you.
Nice tasty fruit. Good.

Fizzgig rolls over and tries to take a bite of the fruit, but the Skeksis grabs him. Fizzgig struggles and snaps.

SKEKSIS
Yes, that's good. Bite me. Yesss.

The Skeksis holds Fizzgig against the ropes of the net. Fizzgig snaps at the Skeksis, but bites the ropes in two with his sharp little teeth. The Skeksis drops Fizzgig, and struggles out of the net.

He looks down at Thurma, who is barely moving.

SKEKSIS
I'm going. Don't want to end up
as a pair of boots.

He hurries away from her and disappears into the undergrowth.

EXT. FOREST GLADE

The Glubus lead the Trappers into a clearing. In the middle of it is a large tree swathed with ferny branches.

The Glubus scamper up the trunk into the safety of the branches.

The Trappers surround the base of the tree, jubilant.

The Trapper shoves Frigo along wrapped in his net.

TRAPPER
We've got 'em now.

The Glubus start chanting "Gagluba! Gagluba!"

TRAPPER
You talk their talk, don't you?

FRIGO
A little.

TRAPPER
What are they saying?

FRIGO
Gagluba. That means 'mother.'

TRAPPER
Ha. Let them insult us all they want. We've got them surrounded. We'll feast tonight.

A GIANT FACE appears among the fronds of the tree. The face is vaguely Glubuish.

TRAPPER
What's that!

FRIGO
(in awe)
The Mother...

The fronds sweep aside, revealing a GIANT ADULT FEMALE GLUBU. Instead of legs, she has roots into the ground. What looked like ferny branches are really her arms, like the wings of an enormous bird.

The Mother scowls down at the terrified Trappers, who run away in panic. She sweeps her huge arms at them, hurling the Trappers through the air in all directions.

Frigo's Trapper turns to run, but Frigo reaches through the mesh of his net and grabs him.

FRIGO
Don't ever trap glubus again. Understand?

TRAPPER
Yes, yes, let me go.

FRIGO
Promise?

TRAPPER
Yes. I promise. Ahheee!

Behind Frigo the enraged Mother smashes her huge arms down on the ground, which makes everything shake. The Trapper wriggles free from Frigo's grip and runs off, terrified.

Frigo looks back at the Mother. Her HUGE LIMB is raised over him, ready to CRUSH HIM. But Frigo's Glubu jumps on Frigo's head and chatters at the Mother to spare Frigo.

She pauses for an instant, and then moves her attention past Frigo, hurling huge rocks after the fleeing Trappers, squishing many of them like bugs.

Glubu hugs Frigo, then hops off him and runs to join his brothers and sisters who are dancing around with happiness.

EXT. FOREST PATH

The Head Garthim leads its troop of Diamond Garthim along a path lined with thick, thorny undergrowth. The Diamond Garthim have nearly all turned dark purple, like the Crystal.

Terrified Trappers run down the path toward the Garthim, see them with horror, and stop. Some freeze in fear, some turn and run.

The Garthim seem energized to have victims in view, even if they're the wrong ones. They swarm over the Trappers, trampling some of them into the mud, picking others up with their claws and throwing them into the thorny undergrowth.

EXT. FOREST TRAIL BESIDE POND

Frigo arrives back at the pond, sees Thurma lying cold and blue on the ground. Still in his net, he bends over her.

FRIGO
Thurma!

She moves her lips silently. He leans his ear closer to her lips.

THURMA
..peb...ble...

Frigo opens the asbestos pouch at her waist and takes out a glowing pebble. He puts it between her lips. She swallows it and, almost instantly, her color begins to return.

On impulse, Frigo touches his hand to her forehead.

FRIGO
You feel warm.

She smiles weakly.

THURMA
Soon I'll be too hot to touch. And you, your hand will be so cold it will hurt me.

EXT. MOUNTAINSIDE.

Kira, mounted on a Landstrider, stops and looks down. Below she sees a forested valley, and the Dark Garthim proceeding along a path.

Kira speaks to her Landstrider in demotic Striderspeak. THE CREATURE BOUNDS DOWN THE MOUNTAINSIDE toward the Garthim.

EXT. FOREST POND

Frigo holds his hand on Thurma's forehead as long as he can. She starts to give off steam as she warms up and dries out. Finally Frigo has to jerk his hand away.

FRIGO
It was nice while it lasted.

Thurma smiles, wreathed in a cloud of water vapor.

THURMA
At least now I can set you free.

She holds the mesh of his net in her hands. The rope starts to smoulder, bursts into flame, and the net falls off him.

EXT. FOREST PATH

Kira on her Landstrider bursts out of the undergrowth in front of the Garthim. She holds her Garthim Scepter aloft.

KIRA
Nahsh keshkekh Garthim!

The Garthim stop dead in their tracks. Their claws freeze in mid-gesture.

EXT. FOREST PATH UNDERGROWTH

A wounded Trapper who survived the trampling is creeping along behind the Garthim in the undergrowth. He sees Kira, who appears to be the General of the Garthim.

The Trapper aims his bow and arrow at her. He's badly hurt and his hands shake, but he lets his arrow fly.

EXT. FOREST PATH

The Trapper's arrow misses Kira, hitting the Landstrider in the haunch. The Strider screams, more in outrage than from serious injury, and rears up.

Reflexively, Kira's wings open. She keeps her seat, but the Garthim Scepter flies out of her grasp. THE SCEPTER DROPS ONTO A BOULDER AND SMASHES INTO A THOUSAND PIECES.

The Landstrider takes off through the undergrowth and ducks under a JAGGED DEAD TREE, scraping Kira off its back.

The Garthim come to life, and mill around again, dazed and confused for a moment. Then they start CLACKING THEIR CLAWS, organize themselves into a column, and move forward down the path to the pond.

EXT. BESIDE FOREST POND

Frigo and Thurma hear the distant clacking of their claws.

FRIGO
Garthim!

Frigo scoops up Thurma's shoes from the shallows of the pond and disappears into the undergrowth with her. Fizzgig, who's been gorging on Bluefruit, rolls after them like a ball, just an instant before the Garthim appear.

EXT. JAGGED DEAD TREE

Kira is entangled in the branches, HER WINGS IMPALED AND BROKEN. She tries to move, but she can't.

She hangs there helplessly, fighting back tears.

EXT. EDGE OF FOREST/FOOTHILLS

Frigo, Thurma and Fizzgig emerge from the forest onto a grassy plain. In front of them is the range of mountains they've been heading for.

THURMA
It's a long walk.

She slips her feet out of her stone clogs. Frigo looks down at the grass smouldering under her feet.

FRIGO
Better keep your shoes on. It'll make us harder to track.

She slips her feet back into the shoes. Frigo picks up Fizzgig and puts him in his pocket. They set out across the grassy plain toward the mountains.

EXT. JAGGED TREE. NIGHT

Kira is still pinioned there helpless. She tries to move, but just rips her delicate wings more. She winces with pain. A cold wind is whipping her face.

Suddenly she hears Jen's distant voice.

JEN (V.O.)
Kira!

KIRA
Jen! I'm over here.

There is a rustling in the underbrush and Jen appears on the back of a gentle palomino Landstrider.

JEN
Kira, you're hurt! And your beautiful wings.

KIRA
How did you find me?

JEN
Aughra's Eye saw you and the Garthim.

KIRA
I wanted to get the shard, and I failed.

JEN
Never mind that. The important thing is to get you home.

Jen reaches up with Aughra's cutting tool on the fingers of one hand. He quickly cuts through the branches holding her.

KIRA
Maybe Ur-Sol can tell us another way to stop the Garthim.

JEN
(suddenly angry)
You almost killed yourself trying this time. And for what? We need the Garthim to get the shard back.

KIRA
Ur-Sol says not.

JEN
Did he say *you* would get the shard?

KIRA
He said we can't know who will. But now I know it's not me. It must be Frigo and Thurma.

JEN
You're so certain. It makes me feel cut off from you.

KIRA
I have memories I never shared with you. From when I died.

JEN
You never spoke of it before.

KIRA
It's painful for me.

Kira takes Jen's hands in hers and looks into his eyes.

DISSOLVE TO:

DREAMFASTING. A RUSH OF VIGNETTED IMAGES IN MINDSPEECH:

THE VIGNETTED IMAGE IS DISTORTED AS IN A FUNHOUSE MIRROR AS WE SEE SCENES FROM FORTY YEARS EARLIER:

YOUNG KIRA, LOOKING PALE FROM HER TORTURE AT THE HANDS OF THE SKEKSES, IS STANDING BESIDE THE FIERY PIT THAT YAWNS BENEATH THE DARK CRYSTAL. SHE THROWS THE SHARD UP TO YOUNG JEN, WHO SITS ASTRIDE THE CRYSTAL.

THE SHARD SPINS THROUGH THE AIR TOWARD YOUNG JEN.

THE SKEKSIS GENERAL STABS HER IN THE BACK WITH HIS KNIFE.

KIRA FALLS TO HER KNEES, FATALLY WOUNDED.

JEN IS BESIDE HER, HOLDING HER AS SHE DIES.

A PALE TRANSPARENT IMAGE OF KIRA EMERGES FROM HER BODY AND FLOATS ALOFT, UNSEEN BY JEN OR THE MILLING SKEKSES.

KIRA'S SPIRIT P.O.V. GOES INTO ANOTHER WORLD. SHE FLOATS THROUGH A DARK TUNNEL TOWARD A BRIGHT LIGHT. SHE ENTERS A COLORLESS GHOSTLY PLACE. SHE'S BACK AT THE GELFLING RUINS. THERE ARE OTHER GELFLINGS THERE, AS PALE AS SHE IS.

KIRA SEES HIEROGLYPHIC DRAWINGS OF THE FIRST HEALING OF THE CRYSTAL CARVED INTO THE WALLS OF THE RUINS. SHE HEARS A VOICE BEHIND HER.

VOICE
Kira?

KIRA TURNS TO SEE AN OLDER GELFLING WHO LOOKS LIKE HER.

KIRA
Mother?

KIRA'S MOTHER
You shouldn't be here, it's not your time.

KIRA
Mother, I...

KIRA'S MOTHER
Don't speak. The longer you stay here, the harder it is to leave. Go back, Kira. When you're older you'll have another chance to save the Crystal. It's your destiny...

KIRA
But how?

KIRA'S MOTHER
There's a plan. Someday you'll find it. Or it will find you.

ON THE WALL BEHIND HER MOTHER IS A VERSION OF THE IMAGE FROM UR-SOL'S SANDPAINTING--CONCENTRIC CIRCLES, THE THREE SUNS, THE CASTLE, THE HOLLOW CORE, THE SINGLE SUN FLOATING IN THE VERY CENTER--

BUT THIS IMAGE ALSO SHOWS A SHAFT OF FIRE EXTENDING UP FROM THE PLANET'S CENTER INTO THE CASTLE ON THE SURFACE.

JEN (V.O.)
Kira, that picture...

KIRA (V.O.)
I know. Ur-sol's painting. I never noticed it before.

KIRA'S MOTHER
Go back now. Do what you must. Never trust the Garthim, Kira. Goodbye...

KIRA IS PULLED AWAY BY AN UNSEEN FORCE. SHE WATCHES HER MOTHER RECEDE FROM HER INTO BLACKNESS.

KIRA
Mother! Don't leave me!

EXT. FOREST/ON THE LANDSTRIDER

Kira is on the back of the Landstrider with Jen. Tears are running down her cheeks.

KIRA
It hurts so much to lose her again.

JEN
Thank you for showing me this. Ever since the day you died and came back, something has always separated us.

KIRA
I didn't know you felt that way.

JEN
I've done everything to be close to you. I refused the Crystal's healing light for you.

KIRA
I never asked you to.

JEN
My heart asked me. I didn't want to stay young and strong and watch you age away from me and die. I wanted to go on that journey with you. You are my life.

EXT. CAVE MOUTH AT FOOT OF VOLCANO. NIGHT

Frigo and Thurma stand outside a cave leading into a mountainside. Sultry flares from a distant volcano light up their faces. Hot air blows outward from the cave.

The crystal has grown up Frigo's arm almost to his armpit. It weighs him down so that he walks bent over to one side.

FRIGO
I wish I could come with you.

THURMA
I'll come back as soon as I can.

FRIGO
You better. I don't know how long I can last. Look, it's putting out roots.

He pulls aside his shirt and shows her a crystal root growing out of his chest.

THURMA
Does it hurt?

FRIGO
A little. No. A lot.

THURMA
My Clan Mother will tell me how to take the crystal off you.

FRIGO
What if she doesn't know how?

THURMA
She has to know---

FRIGO
But if she doesn't?

THURMA
Then we'll think of something.

FRIGO
We should say goodbye.

THURMA
Only for a little while.

They start to reach out to each other, then remember and pull back.

Sadly Thurma walks into the cave, leaving Frigo alone outside, except for Fizzgig, who peeks out of Frigo's pocket.

INT. CAVE

Thurma stumbles along in the gloom, illuminated only by a dark reddish glow.

She passes a side tunnel. The SKEKSIS IS WAITING FOR HER.

SKEKSIS
Ah, you found your way here.

Thurma peers at it. It seems transformed somehow, suffused all over with a glossy crystalline luster.

THURMA
You left me.

SKEKSIS
Yes. But I still have my hide, even nicer than before.

THURMA
What do you want?

SKEKSIS
To go to the center. With you.

THURMA
Never.

SKEKSIS
What harm could there be, a poor lonely outcast like me, looking for a home?

It sidles closer. Thurma reaches up and breaks off a stalactite with a loud PING sound. She holds it like a sword.

THURMA
Don't you come near me.

INT. CRYSTAL ROOM

Jen and Kira walk into the Crystal Room. Kira's wings are splinted and bandaged. She limps slightly.

Ur-Sol bends over a clay pot on a small fire. Podlings stand beside him with jars of herbs. Ur-Sol takes pinches of herbs with his four hands and adds them to the pot.

KIRA
Ur-Sol. We need your help. I---

Ur-Sol raises one of his hands and signals her to wait. He tastes the mixture in the pot with a carved wooden spoon.

KIRA
Please--there's not much time--

Once again he signals her to wait. He gestures for a Podling to hand the pot to her.

UR-SOL
Drink. It heals the hurt between the living and the dead.

She drinks from it.

KIRA
Thank you, Ur-Sol, I feel better.

JEN
We need to know, is there any way to stop the Garthim?

UR-SOL
A chant of many voices has stopped them in the past.

Ur-Sol picks up a Mystic harp and plucks a low note. He sings in unison with the note. He plucks a higher note and gestures to Jen. Jen joins in on that note. Then he plucks a higher note and Kira joins in, making a chord of three notes.

INT. AUGHRA'S STUDY

Aughra lies in her bed, looking incredibly old and decrepit. She hears the chanting voices in the Crystal Room echoing up the light shaft.

AUGHRA
At it again. Chanting makes my head ache.

Aughra throws a morsel of food toward her Bird who dives off its perch to catch it. As the Bird dives off, the perch rises up, pulling a string which slams the door to the light shaft closed. Blessed silence.

INT. CRYSTAL ROOM

Ur-Sol and Jen keep chanting, but Kira stops to ask a question.

KIRA
You said many voices. How many do we need to stop the Garthim?

Ur-Sol holds up three hands with all four fingers extended.

KIRA
Twelve?

She looks around the room at the handful of Podlings. A Podling child tries to run away, but Kira grabs him.

KIRA
(cheerfully)
We're going to teach you Mystic chanting.

The little one struggles harder to escape.

EXT. CAVE MOUTH. DAY

Frigo sees Garthim appear over the ridge line. They start to scramble down the slope toward him, looking bigger and meaner the closer they get. Fizzgig whimpers and growls.

Frigo takes a deep breath and plunges into the cave.

INT. CAVE.

The hot air roars past him as he escapes inside. He covers his eyes with his good arm. Fizzgig buries himself out of sight in the pocket.

FRIGO
Thurma?

Frigo coughs, covers his mouth with his sleeve, and shuts his eyes. He goes forward blindly, bumping into stalagmites.

INT. CAVE NEAR SIDE TUNNEL

FRIGO (V.O.)
Thurma!

Thurma hears Frigo. She turns from the Skeksis and hurries back towards Frigo's voice. The Skeksis follows eagerly.

INT. CAVE NEAR MOUTH.

Thurma sees Frigo stumble into view.

SKEKSIS
Ah, we've been waiting for you.

Frigo opens his eyes and sees Thurma with the Skeksis behind.

THURMA
Frigo, the heat--

FRIGO
(hoarse)
Garthim coming.

SKEKSIS
I can save you. Follow me. This way.

The Skeksis hurries back towards the side tunnel.

THURMA
I don't trust him.

FRIGO
(losing his voice)
..no choice...

They look back at the entrance of the cave. DARK SHAPES BLOCK THE LIGHT: the Garthim entering the cave.

THURMA
They're coming in.

Thurma offers Frigo her stalactite to hold, and she guides him along after the Skeksis, who turns into the side tunnel. Thurma and Frigo follow.

INT. CAVE OF THE POOL

The entrance narrows so they have to crawl. Then they emerge into a larger cavern.

SKEKSIS
Quick. Pile rocks, block the hole.

Thurma and the Skeksis shove stones across the small opening. Frigo takes a few small rocks he can carry in one hand and puts them under the big rocks to keep them from rolling away.

They turn and look at the cave. It's smaller than the main cave, and the walls are covered with SHINY GLASSY MATERIAL. Water runs from a crack in the rock into a pool.

The roaring hot wind is less here. It's almost quiet. Frigo lowers his hand from his eyes and takes a deep breath.

SKEKSIS
This is my secret. The Pool of Methraha. I didn't know if I could find it, but I did.

THURMA
(to Frigo)
My people have a story about a princess named Methraha who went to live above. She brought a prince back with her.

SKEKSIS
Whoever passes through this pool can live in both worlds. The inside and the outside.

THURMA
Does it work?

SKEKSIS
Look at me. I did it. You soak in the pool and it changes your body forever.

The Skeksis reaches out its loathesome claw-like hand, and runs it caressingly across Thurma's neck. She pushes its hand away, annoyed.

SKEKSIS
See? I can touch you.

FRIGO
Will it get the crystal off my arm?

SKEKSIS
Who knows?

FRIGO
I'll try anything.

Frigo dives into the pool, careful not to splash water on Thurma.

INT. UNDERWATER

Frigo swims underwater. Millions of tiny CREATURES MADE ENTIRELY OF CRYSTAL swim up and surround him. They MELT INTO HIS SKIN, HIS HAIR, HIS CLOTHING. Frigo looks with amazement at his hands, which seem to shine with a silvery coating.

Fizzgig struggles out of Frigo's pocket, and floats to the surface. Frigo surfaces after him, gasping for air.

INT. CAVE OF THE POOL

Fizzgig swims to the edge of the pool, gets out, and shakes himself like a dog. Thurma steps behind the Skeksis to protect herself from the droplets. One lands on her arm and burns.

Standing in the pool, Frigo wipes the water out of his eyes.

FRIGO
Little animals. Crystal animals. All over me.

SKEKSIS
Those are the daughters of Methraha.

FRIGO
My skin tingles. I feel it all over. Even in my hair.

THURMA
And your arm?

FRIGO
Yes, it feels different.

THURMA
Try taking the crystal off.

Frigo tugs at the Crystal with his free hand, trying to pull it off. In vain.

FRIGO
It's still stuck.

INT. CAVE

The Garthim out in the wider tunnel arrive at the narrow entrance to the Cave of the Pool. They start bashing their heavy claws into the rocks around the small opening.

INT. CAVE OF THE POOL

Rocks fall from the ceiling under the Garthim assault.

Frigo climbs out of the pool. He seems to glow all over with a crystalline gloss.

THURMA
How do you feel?

FRIGO
He's right. I don't feel the heat any more.

He reaches out and touches Thurma's hand, almost shyly.

THURMA
How do I feel?

FRIGO
Wonderful. You don't burn me.

Frigo puts his arms around Thurma, and hugs her as best he can with his left side part crystal.

SKEKSIS
Do disgusting things later, now we must go.

With a CRASH a Garthim claw pushes through the narrow entry to the Cave of the Pool.

The Skeksis picks up a stone and smashes it down on the Garthim claw. The claw is withdrawn. The Skeksis wedges the stone into the hole.

INT. MAIN CAVE

The Garthim batter against the stone walls of the cave. The stone begins to crack.

INT. CAVE OF THE POOL

Massive blows are shattering the rock around the narrow entrance. Garthim claws pry at the rim of the tiny opening.

The Skeksis walks along a narrow ledge to one side of the pool, which leads to another tunnel on the far side. He turns back to look at Frigo and Thurma.

SKEKSIS
See? It is easy.

FRIGO
If she falls in, she could die.

THURMA
I'm not afraid.

SKEKSIS
It will be easy for her. Her feet are smaller than mine.

A huge blow shakes the cave. STALACTITES FALL from the ceiling. Thurma pulls Frigo out of the way just in time to save him from being impaled.

THURMA
It's good we can touch!

A MASSIVE GARTHIM HEAD smashes in through the narrow entrance hole. It has Aughra's Eye in the middle of its head.

SKEKSIS
Go! Now!

INT. AUGHRA'S STUDY

Aughra is about to hand-feed a morsel to her Bird, but she stops, tantalizingly short for the Bird.

AUGHRA
The Eye sees them!

The Bird snaps in vain at the morsel just out of its reach. Aughra pulls on the string that opens the door to the Crystal Room shaft.

INT. CRYSTAL ROOM

Kira and the Mystic are trying to teach a Podling to sing. Ur-Sol plays a note on his harp. The Podling tries in vain to hit the note. He isn't even close.

AUGHRA'S VOICE
(echoing distantly)
They're trapped! The Garthim will capture them! The Eye sees it!

KIRA
(to Ur-Sol)
We don't have much time.

UR-SOL
There is always enough time for what is destined.

INT. CAVE OF THE POOL

FRIGO
(to Thurma)
I'll go first. Hold my hand.

Frigo walks along the narrow ledge, leading Thurma by his Crystal hand. Fizzgig peeks out of his pocket. Behind them the Garthim enlarge the entry hole.

Thurma's foot slips and she almost falls into the pool. Frigo saves her, using his good hand.

They make it to the end, and follow the Skeksis through the exit tunnel, just as the Head Garthim's massive shoulders shove all the way through the entry.

The Head Garthim lumbers to the edge of the pool, searches for a way around. The other Garthim pile up behind it and push the Head Garthim into the pool.

The Head Garthim walks along the bottom of the pool to the other side and climbs out. The others follow. They all have the glossy sheen that Frigo and the Skeksis had.

They go to the exit tunnel and try to get through. Again, it's too small to let them pass. They begin to enlarge the hole smashing it with their claws.

INT. AUGHRA'S STUDY

Aughra holds her head in her hands with despair.

AUGHRA
What is wrong with my Garthim!
Can't catch anything.

Her Bird cocks its head to the side quizzically.

BIRD
Churrrr?

Aghra tosses a morsel of food to the Bird, but it goes wildly astray, and the Bird misses it. The Bird squawks angrily.

A shrew-like vermin darts out of a crack in the floor and snaps it up.

AUGHRA
I'll make another Scepter. Be in charge again.

She tosses another morsel at the Bird, and misses again. The Bird shrieks.

Aughra hears Ur-Sol chanting from down in the Crystal room. She puts her hands over her ears and moans.

INT. CRYSTAL ROOM

Kira lines up ten respectful Podlings in front of Ur-Sol as he chants his low note. Kira speaks to a Podling.

KIRA
You sing this note: Ahhhhhhh.

The Podling makes a weak shaky attempt at the note. Ur-Sol points to the next Podling, who tries, but can only make a squeaky little sound. Ur-Sol's chanting dies away.

KIRA
Will it work?

UR-SOL
(sighing)
The teaching will be long...

INT. CAVE BY MOLTEN ROCK RIVER

The Skeksis leads them out of a tunnel into a vast cavern. A RIVER OF MOLTEN ROCK flows past them. The surface of the lava is covered with a black crust, but the crust is veined with a lacy pattern of cracks, which release intense RED AND ORANGE LIGHT.

SKEKSIS
Can't go this way.

THURMA
This is the way home.

SKEKSIS
But we can't cross that.

THURMA
No need to cross.

She walks to an outcropping of rock alongside the river and climbs onto a large flat slab.

THURMA
Come, get on this.

Frigo and the Skeksis climb up beside her on the slab. Fizzgig peeks out of Frigo's pocket at her and barks.

THURMA
Don't let him jump out.

SKEKSIS
What are you doing?

THURMA
It's your turn to trust me.

Thurma kneels down and takes off her food pouch. She opens it up, revealing inside all her GLOWING POWER PEBBLES, each one in a separate pocket. She dumps all of them onto the slab where it's attached to the outcropping.

Then she carefully pokes THE POWER PEBBLES together in a pile. As each one joins the pile, the pile begins to GLOW BRIGHTER AND BRIGHTER.

THURMA
Don't look straight at it.

She puts her hand in front of her eyes, and Frigo and the Skeksis do the same. Fizzgig nestles down further in Frigo's pocket, and whimpers.

She pushes the final pellet into the pile, which grows so bright it illuminates the whole interior of the vast cavern. Awestruck, Frigo looks up at the magnificent stone shapes in the cavern above them that make it seem like they're in an incredible natural palace.

The PILE OF POWER PEBBLES begins to melt the stone slab. Molten rock runs off the slab in rivulets and drips down the embankment into the lava river.

The slab gives a sudden lurch, and breaks off from the rest of the rock.

THURMA
Hold tight, here we go!

The slab slides downhill over the molten rock and into the river of lava.

INT. MOLTEN ROCK RIVER

MOLTEN LAVA splashes onto Thurma.

FRIGO
Thurma, it's all over you!

She just laughs.

THURMA
It's not water, silly. It's only melted rock.

The LAVA COOLS quickly to black stones, which she brushes off. They land on the raft with clunks.

The four of them float down the river through vast caverns, gleaming with colored minerals and metal ore, illuminated by the eerie red glow of the lava.

THURMA
Is my home not beautiful?

FRIGO
All it needs are some aura fish.

THURMA
Oh, we have fish too.

She points to the river behind the slab, where their passing has left a wake of open lava with no black crust. Frigo leans over the stern to look.

Just under the surface he sees **WHITE HOT FISH SHAPES**, swimming along with them. An occasional iridescent dorsal fin breaks the surface.

SKEKSIS
I wonder if I could eat them...

THURMA
They're stone fish. They'd break your teeth.

The fish swim ahead of the raft and disappear under the black crust on top of the lava. Frigo turns to Thurma with concern.

FRIGO
You used all your food to make this raft.

THURMA
I'm home now. I can always get more. But what about you?

FRIGO
I still have some bluefruit. I'll share with Fizzgig. And when that runs out...Well, if I can't get this crystal off it won't matter.

Frigo looks at the Skeksis.

FRIGO
What about you?

SKEKSIS
I always find something I can eat.

The Skeksis looks speculatively at Fizzgig, peeking out of Frigo's pocket

FRIGO
You wouldn't eat Fizzgig!

SKEKSIS
No, never. Dear little Fishpig.
How could I?

The Skeksis pats Fizzgig's head. Fizzgig growls.

Thurma looks at Frigo.

THURMA
Keep him in your pocket.

SKEKSIS
You might *want* me to hold Fuzzbug
for you...Hmmmmmmmm?

FRIGO
Why?

SKEKSIS
If you two want to mate...

Thurma and Frigo react with outrage.

THURMA
What?

FRIGO
Not with *you* around!

SKEKSIS
Don't mind me. I'll just watch.
I understand it's quite a sight.

The stone slab hits a SECTION OF RAPIDS. Thurma and Frigo hold on to one another to keep from being thrown into the lava. The Skeksis digs his claws into some cracks in the surface of the slab.

The slab SURFS on a WAVE OF MOLTEN ROCK.

A large rock outcrop looms ahead. It looks like they'll smash into it. At the last moment Frigo manages to avoid it by shifting his weight on the slab.

Frigo finds they can steer by throwing their weight from side to side.

FRIGO
Lean left. Now right. Left
again. Shift your weight forward.

SKEKSIS
I want to get off!

THURMA
It gets smoother soon.

SKEKSIS
I want to get off now.

FRIGO
It's easier if we have a quiet stretch.

SKEKSIS
(to Thurma)
You did this to make me afraid!

THURMA
Why would I want that.

SKEKSIS
Because I left you to the Trappers.

FRIGO
Is he saying he's sorry?

SKEKSIS
No. Never. Never sorry. Sorry is for the weak.

THURMA
If you're not sorry, you have to stay on the raft.

FRIGO
Say you're sorry and I'll steer it to the bank.

SKEKSIS
No. Not sorry.

FRIGO
Then hang on tight.

They hit a lava whirlpool and spin around and around. The Skeksis moans piteously, but hangs on and doesn't say he's sorry.

Frigo and Thurma instinctively work together, shifting their weight in opposite ways to move the raft out of the whirlpool. The raft glides into a reach of calm lava. They look at each other with triumph.

Frigo guides the raft over to the bank and grounds it on the shore.

THURMA
All right, you can get off.

The Skeksis gets unsteadily to its feet and staggers off the raft onto the stone bank. The Skeksis gags.

FRIGO
Easy. Don't fight it.

The Skeksis throws up into the lava river. His vomit boils and turns to steam and spatters drops of hot lava. Frigo leans over him.

FRIGO
Feel better now?

SKEKSIS
Yes. Much.

The Skeksis gets to his feet. He suddenly snatches Fizzgig from Frigo's pocket, hits Frigo on his Crystal arm, and runs away into the darkness. Fizzgig snarls and snaps in vain at the claw-like hand that pinions him.

Frigo recovers from the excruciating pain, and starts after the Skeksis, but Thurma shouts at him.

THURMA
Frigo! Help!

Frigo turns to see the raft has drifted away from the bank and is starting to float out into the swift current.

Frigo has a moment of decision. He looks after the Skeksis and Fizzgig, but he can't see them anymore. A split second's hesitation, then he runs as fast as he can toward Thurma, leaping across the widening gap between the raft and the bank.

Frigo lands on the raft and rolls across, nearly going off the other side. Thurma grabs him to keep him from ending up in the lava.

FRIGO
I knew we couldn't trust him. I let down my guard.

THURMA
It's not your fault. I should never have let him on the raft.

FRIGO
Poor Fizzgig.

THURMA
Fizzgig may be tougher than we think.

The river goes into a tunnel, with low stalactites hanging down. They lie down on the raft.

INT. CAVERNS

The Skeksis has Fizzgig pinned down under a scaly foot. He's tying strips of his robe around Fizzgig to keep his mouth from biting. Fizzgig wriggles and barks through closed lips.

SKEKSIS
Quiet, Frizzgob. I prefer my food alive, but it doesn't have to be.

The Skeksis picks up Fizzgig, flings him over his shoulder, and carries him by his furry cat-like tail.

INT. CAVERN BESIDE LAVA RIVER

The Garthim have enlarged the narrow passage leading out from the pool of Methraha, and now they swarm out of the hole and down to where Thurma launched the raft.

They mill around on the bank, clicking their claws irritably. The head Garthim pushes one of them into the lava. It sinks, leaving just the tip of its head above lava. The head Garthim shoves another one in. It steps on the head of the first one and then sinks. Quickly they form a series of stepping stones across the lava.

The Head Garthim leads the others across the Garthim stepping stones to the other bank, and off into the shadows beyond.

The last stepping stone tries to pull itself out of the lava and follow them. It pulls itself up on the bank with its claws, but its body is encased in lava which quickly cools into a blob of solid rock. It lies helpless on the bank, clicking its claws. The tempo of the clicking slows and stops, and then the glowing red light in its eyes winks out.

EXT. INNER WORLD/EXIT FROM TUNNEL WITH RIVER OF LAVA/SEA OF FIRE

Frigo is sleeping fitfully when the raft emerges from the tunnel into a vast, placid SEA OF FIRE. Thurma shakes him awake.

THURMA
We're here.

Frigo opens his eyes and sits up.

A sickly dying sun in the center of the hollow world is cooling to a black cinder, giving off fitful flickering light through cracks in its crust, and occasional flares like volcanic eruptions.

Its failing light reveals a landscape without a horizon. Instead the landscape curves up and around in all directions. They are inside a hollow ball. Lava rivers run through the landscape and meander up and above their heads.

In the far distance atop a conical hill A BLACK FUNNEL CLOUD writhes ominously like a finger of doom.

FRIGO
What's that?

THURMA
We're not supposed to talk about that. It's bad luck. It's called the Vortex.

FRIGO
Why is it bad luck?

THURMA
It used to live inside a deep hole. But the hole got filled up by a terrible earthquake. Now it lives outside and tears people apart if they go near it.

They hear the sound of drums. Smoke clouds part, revealing a collection of stone houses.

THURMA
Look! That's my village. We're home!

EXT. INNER WORLD/VILLAGE

The raft runs aground on the shore. Thurma hops off onto solid rock. She helps Frigo off the raft. He moves stiffly because of the Crystal encasing his arm and invading his upper body. Together they walk through the deserted village of red rock dwellings.

FRIGO
Where is everybody?

THURMA
I don't know. We'll go to my Clan Mother first, she'll know.

FRIGO
Enzah.

THURMA
You remember.

FRIGO
How many clans are there?

THURMA
Just one. It's called the U-Muns.

They turn a corner and see a stone house, larger than all the others. Gathered at the house are people dressed like Thurma. Their BODIES ARE COVERED WITH ASH, AND THEIR HAIR IS IN ASHY DREADLOCKS. THEIR FACES ARE PAINTED WITH COLORFUL MUDS AND ORES (LIKE NEW GUINEA TRIBES).

Thurma is very upset. She runs up to the house and speaks to one of the people.

THURMA
What's happened?

U-MUN
Thurma, you're back! Too late.

Thurma gives a cry of despair.

A group of U-Muns comes out the front door of the house, carrying a white stone box, obviously a coffin, that's translucent like alabaster.

A middle-aged woman wearing a robe of pebbles, the U-Mun PRIESTESS, follows the coffin, shaking beads of molten lava to the left and the right over the people from the tip of a scepter which she dips in a bucket of lava held by an altar girl. U-Muns sprinkled by lava drops touch the drops to their lips and make a mystical sign over their hearts.

Frigo watches sadly as Thurma rushes to the coffin, pressing her cheek against it.

THURMA
(crying)
Enzah! No!

PRIESTESS
Stoney your heart, Thurma.

Thurma reins in her despair and falls into the funeral procession behind the Priestess.

Some of the U-Muns stare as Frigo, deformed by his Crystal tumor, comes to Thurma's side in the procession.

EXT. INNER WORLD/SEA OF FIRE/SHORE

The U-Muns carry Enzah's coffin down the main street of the village to the shore of the Sea of Fire. They pause on the shore, lowering the coffin onto stone rollers.

The Priestess steps forward to the coffin and sprinkles it with the last few drops of molten lava from her scepter.

PRIESTESS
Enzah, beloved mother of our clan, we send you on your final journey to the Mother Sun. May your return to the heart of our world bring you the peace you did not find in your last days.

Frigo notices uneasily that some of the U-Muns are looking reproachfully at Thurma and muttering.

PRIESTESS
Oh Mother Enzah! Plead for us and our dying world in the next life!

The pallbearers place the coffin on a large flat stone.

Others pull back an asbestos sheet revealing that the flat stone is attached to a GIANT STONE CATAPULT in a pit in the ground.

The U-Muns surround the edge of the pit. The Priestess pulls on a lever that releases a catch---and ENZAH'S COFFIN IS HURLED STRAIGHT UP.

All eyes follow its trajectory as it flies into the dim and cooling sun and breaks through the black crust with a splash of fire.

U-MUN
(to Thurma)
You broke her heart. She trusted you to save us.

Others murmur agreement.

PRIESTESS
It is not for us to judge the girl.

THURMA
I did what Enzah asked of me.

U-MUN
She sent you for a crystal to light our sun.

Everyone looks at Frigo.

THURMA
He wears the Crystal. Enzah knew how to use it. But I don't. Does anyone remember if she said what to do with it?

PRIESTESS
I remember her last words:
'Step into the empty core
To bring the light we had before.
Hurl the Crystal from below,
And send it where it longs to go.'

Frigo lifts his arm and looks at the crystal covering it.

U-MUN
She was babbling.

THURMA
Enzah did not babble.

Thurma steps up onto a rock and addresses the U-muns.

THURMA
U-Muns, listen to me. Enzah left us a message. Let us find its meaning.

U-MUN
How long will that take?

THURMA
I don't know. But I do know Enzah would not abandon us, though she has gone to her next life.

The U-Muns murmur unhappily.

PRIESTESS
This may be so. But who will tell us the meaning of her words?

THE SKEKSIS STANDS UP FROM WHERE HE HAS BEEN HIDING BEHIND A PILE OF ROCKS INLAND. He climbs onto the pile.

SKEKSIS
U-Muns! Hear me! I am here to save you! I know what you must do!

The U-Muns are astonished, and turn to listen. Thurma and Frigo share a glance: things don't look good with him around.

SKEKSIS
I come from the outside world. I know this Crystal he wears. It has untold powers. Your prophetess told you to throw it in the dying sun to make the light and heat come back. Either cut it off this boy and throw it, or throw him in with it.

The U-Muns reacts with a roar of approval.

U-MUNS
Thank you, Enzah!

THURMA
No! Wait! Don't trust him! He's a liar.

Frigo begins to edge away, but U-Mun hands fall on him and hold him.

The Skeksis scurries down off its pile of rocks and hurries toward the U-Muns. They make way for him as he heads for Thurma, and puts one bony claw around her wrist.

SKEKSIS
This girl fears the truth. I! I now reveal the truth to you! The boy's crystal has power to kindle your sun for one year only. But there is another Crystal like this, the Mother Crystal, a thousand times bigger. I will lead you outside to get this great Crystal and bring it back---to make your sun burn FOREVER!

The U-Muns cheer wildly.

THURMA
U-Muns! I have seen that Crystal! It is in a Castle, defended by strong walls.

SKEKSIS
You can defeat the outsiders in their Castle. They are all afraid of fire!

The U-Muns laugh heartily. Afraid of fire? What wimps these outsiders must be!

THURMA
U-Muns! You knew Enzah! She was not a Clan Mother who preached death, but life! She would never decree the death of this boy! You must find the meaning of her words elsewhere, or risk a mistake that will kill our world forever!

U-MUN
Throw him in and see what happens.

Cries of agreement from the U-Muns. They drag Frigo to the catapult that sent Enzah on her final voyage. They begin to tie him down.

Thurma tries to reach Frigo through the U-Muns, but they grab her and hold her struggling in their grasp.

Suddenly there are screams from the outer edge of the group, and the ominous sound of CLICKING CLAWS.

The U-Muns scatter, revealing the Garthim, no longer clear crystal but now SOLID BLACK, charging down on them.

In the confusion, Frigo breaks free and runs toward Thurma.

THURMA
This way!

She takes his good hand and leads him inland through the village. The Garthim make a sharp turn to follow them.

EXT. INNER WORLD/VILLAGE

Thurma runs through the village, and into Enzah's house through the wide open front doors--with the Garthim right behind them.

INT. INNER WORLD/ENZAH'S HOUSE.

Thurma hits a wall panel with her fist, and the doors slam shut in the Garthim faces.

Enzah's house is a wonderland of exotic bas reliefs and beautifully crafted stone objects, but Thurma and Frigo don't stop to look. Thurma pulls him to a small door in the back and they dive through it.

EXT. INNER WORLD/ENZAH'S HOUSE.

Thurma and Frigo slide down a ramp and run toward some low hills behind the village as the Garthim batter at the heavy stone doors in front.

EXT. INNER WORLD/SEA OF FIRE/SHORE

The Skeksis holds out his arms and calls to the terrified U-Muns, who cower along the shore.

SKEKSIS
U-Muns! Do not fear these clicking insects! I know them well. They have no brains, no plans. They were sent to seize the crystal. They ignore you. U-Muns--follow me! We will get the boy and his crystal arm. We will rekindle your sun! We will seize the great Crystal in the land outside, and make your world live forever!

The Skeksis has the full attention of the U-Muns. He motions them towards the village and walks forward.

SKEKSIS
See! I am not afraid! Follow me!

The U-Muns watch the Skeksis scuttling towards the village, and look at each other uncertainly. Suddenly the Priestess heads after the Skeksis. Then the rest follow.

As the Skeksis passes the rock pile where he started his speech, he quickly reaches down and grabs Fizzgig--tied and bound--from the place he'd left him.

PRIESTESS
What's that?

SKEKSIS
My energy pebble.

Fizzgig snarls and struggles.

EXT. INNER WORLD/STREET LEADING TO ENZAH'S HOUSE

The Skeksis stands at the head of the street watching the Garthim mindlessly bash at the stone doors of Enzah's.

SKEKSIS
Brainless crabs. Ignore them.

He leads the nervous U-Muns around the Garthim.

The Skeksis and the U-Muns reach the back of the house, and the ramp Thurma and Frigo slid down to escape. The U-Muns hear the Garthim continuing to bang away at the front door.

The U-Muns enthusiastically follow the Skeksis into the hills behind the house.

EXT. INNER WORLD/FIELDS OF BOILING MUD AND FIRE

Frigo and Thurma climb down out of the hills into a region of boiling mud and fire geysers. Steam and flame jet unexpectedly from deep holes the earth. Multicolored muds form colorful drip chimneys and cones, some taller than a standing U-Mun. Bulging arches and low plateaus of cooled mud form many hiding places in the landscape.

Thurma leads Frigo gently by his good hand. Frigo's upper body is pierced by spurs from the crystal. His breathing is labored.

FRIGO
Thurma, I have to rest.

THURMA
Just a little further, Frigo. I know a place to hide.

She smiles at him encouragingly and strokes his forehead before they proceed.

EXT. INNER WORLD/HILLS

The Skeksis hurries along, the Priestess at his elbow. Behind them the U-Muns trudge to a marching song of deep bass grunts.

U-MUNS
Oweeeo! Weeoyah!
Oweeeo! Weeoyah!

Ahead the mud geysers spurt steam and flame into the air.

EXT. INNER WORLD/MUD ARCHES

Thurma sits with her back to a red mud arch, nodding off. Frigo lies on the ground, exhausted, his head on Thurma's lap. Suddenly through the sounds of hissing steam and gurgling mud comes the deep bass chorus of the U-Mun marchers.

THURMA
Frigo! Listen.

Frigo hears the marching chorus and sits bolt upright. He and Thurma look at each other with panic.

EXT. INNER WORLD/SULFUR HILL ABOVE FIELDS OF BOILING MUD

The Skeksis, followed by the U-Muns, reaches the crest of a yellow sulfur hill above the boiling mud geysers. The steamy landscape is hard to read.

PRIESTESS
They're down there somewhere. It could take a while to find them.

SKEKSIS
Hmmm.

He reachers behind his back and dangles Fizzgig over the hill by the tail, a furball on a fuzzy rope.

SKEKSIS
(shouting)
Crystal thieves! Look! I have your friend.

EXT. INNER WORLD/HIDING PLACE

Frigo and Thurma peek out.

FRIGO
He's going to hurt Fizzgig.

THURMA
That's what he wants you to think.

FRIGO
He will.

INTERCUT SULFUR HILL AND VERMILLION HIDING PLACE

SKEKSIS
Let's trade. I'll give you this furball, and you give me...Frigo's arm.

In the hiding place, Frigo starts to get to his feet, but Thurma pulls him back down.

THURMA
Don't be a stone-head. You can't give up your arm.

FRIGO
If I don't, the crystal's going to cover my whole body soon. And then where will I be?

THURMA
But he's lying. He won't just cut off your arm, he'll throw all of you into the sun.

Frigo cups his good hand around his mouth and calls out from their hiding place.

FRIGO
Let the furball go, and I'll give myself up.

EXT. INNER WORLD/SULFUR HILL

The Skeksis listens to the endless echoes of Frigo's voice.

SKEKSIS
Where are you? Let me see you.

FRIGO'S VOICE
Let the furball go, then I'll show myself.

SKEKSIS
How can I trust you?

THURMA'S VOICE
You lied to us. Why should we trust you?

The Skeksis unties Frizzgig and sets him down on the ground. Fizzgig snaps at his bony hand, then rolls away as fast as he can into the maze of volcanic mud and steam and flame.

SKEKSIS
(to the U-Muns)
Quick, follow him.

They don't move, just mutter among themselves.

PRIESTESS
They're afraid. The fire people live there.

SKEKSIS
What can the fire people do?

PRIESTESS
They put bad thoughts in your head.

SKEKSIS
I already have bad thoughts. And I love them. Come on, follow me.

The Skeksis strides down the hill after Fizzgig. The U-Muns reluctantly follow him.

EXT. INNER WORLD/HIDING PLACE

Thurma is peeking at the Skeksis as he approaches.

THURMA
He's coming this way.

Frigo pulls himself to his feet and runs clumsily along after Thurma through the twisting passages among the piles of multicolored volcanic mud.

INTERCUT with the Skeksis and U-Muns running through other twisting paths in the mud geyser landscape.

The Skeksis glimpses Fizzgig's tail sticking out of the Vermillion hiding place. He pulls aside a slab of hardened mud to reveal Fizzgig munching on a half-eaten bluefruit. Fizzgig snarls, and scoots away from him.

EXT. INNER WORLD/GULLY BESIDE MUDHOLE

Thurma and Frigo come to a volcanic mudhole that blocks their path. JETS OF FLAME shoot out of the mudhole.

THURMA
Don't look at the fire. Follow me.

Thurma turns left and crawls on her hands and knees to keep from being seen until she comes to a widening of the mud canyon.

THURMA
(whispering)
Frigo. When we get to the open space, we can run to other side. Frigo?

She looks around and sees Frigo isn't with her. She turns and goes back.

Frigo is staring at the flame, hypnotized.

A WOMAN OF TRANSPARENT FLAME shimmers there, only partially visible at any one moment, but adding up to a total image.

FLAME WOMAN
You were heading for the Vortex. You don't want to go there. Stay here with me, Frigo.

FRIGO
How do you know my name?

FLAME WOMAN
Names are not important. Come closer. Let me caress you.

Frigo steps closer to her. ALL OTHER SOUNDS HAVE DROPPED AWAY.

Frigo can't hear the sound of the U-Muns chanting, the distant barking of Fizzgig, or the bubbling of the geysers.

FLAME WOMAN
Hold out your hand. No, the other one.

Frigo stretches the Crystal hand out to her. She wraps her flame hands around it. Her voice is soothing and sympathetic.

FLAME WOMAN
You have suffered so much already. Come with me down below, where it's safe. No one will cut off your hand down there.

Frigo takes a step toward the hole in the ground. It looks safe and inviting.

FLAME WOMAN
You need to sleep. A nice long quiet sleep.

Frigo starts to step down into the dark hole. The Flame Woman surrounds him with her transparent body.

SPLAT! A heavy lump of mud hits him in the face and knocks him sideways. He wipes his eyes and sees Thurma gathering another big armful of mud. Thurma dumps the mud into the hole and snuffs out the Flame Woman.

Thurma scrapes and kicks more mud into the hole, blocking it.

THURMA
The flame people almost had you. They're liars. Bad liars.

FRIGO
She said I could rest...

THURMA
Forever.

She helps him up from the ground, wipes some of the mud off his face, and pulls him along back the way she came.

EXT. INNER WORLD/MUDSCAPE MAZE

The Garthim arrive, stomping down the mud chimneys and knocking U-Muns out of their way with broad sweeps of their claws.

EXT. INNER WORLD/VOLCANIC MUDHOLE

The Skeksis is following Thurma and Frigo's footprints in the mud. He ignores the distant screams of the U-Muns and the clicking of the Garthim's claws. A clay plug is blasted out of a mudhole in front of him.

A TRANSPARENT FLAME SKEKSIS APPEARS BEFORE HIM. IT LOOKS JUST LIKE HIM. It has what passes for a soothing Skeksoid voice.

FLAME SKEKSIS
Skek-sil, where are you going? Stay here with me. I've been waiting for you.

SKEKSIS
How do you know my name?

FLAME SKEKSIS
Names are not important. Come closer. I have what you want.

The Skeksis steps closer. ALL OTHER SOUNDS HAVE DROPPED AWAY.

SKEKSIS
How do you know what I want?

FLAME SKEKSIS
You want to destroy the Crystal, so you'll never have to be part of the Mystic again.

SKEKSIS
You don't have the Crystal.

FLAME SKEKSIS
No. But you're hungry. The furball got away, just when you were about to eat. I have some nice fresh grubs.

SKEKSIS
Grubs? Here?

FLAME SKEKSIS
Down in this hole. My own supply. But I'll share them with you.

SKEKSIS
Why?

FLAME SKEKSIS
Because I'm your friend.

SKEKSIS
You're no Skeksis.

The Skekis shoves the mud chimney back into the hole with a sweep of his foot, snuffing out the Flame Skeksis. He follows the footprints of Thurma and Frigo.

EXT. INNER WORLD/EDGE OF MUD LANDSCAPE

Thurma and Frigo crouch in a mud gully at the edge of the mud geyser area. Sounds of the Garthim getting closer.

THURMA
Let's go to the left.

Frigo cocks his head.

FRIGO
The Garthim are coming that way.

THURMA
It's our only chance. The other way leads to the Vortex.

FRIGO
I want to go to the Vortex.

THURMA
No. It could rip us to pieces.

FRIGO
Same thing the Skeksis and the Garthim want to do. And the Fire Woman told me I shouldn't go there. You said she was a liar.

Frigo gets to his feet and lumbers awkwardly to his right. The SOUND OF THE APPROACHING GARTHIM gets louder. Thurma pauses, frozen with fear. Then Frigo stops and gestures for her to come. She runs after him.

FRIGO
Look.

At his feet is Fizzgig, panting, exhausted, covered with various colored muds and bluefruit juice staining his teeth. Fizzgig looks up at them and whimpers weakly.

THURMA
Poor Fizzgig.

Frigo puts Fizzgig in his pocket, then he and Thurma run toward the Vortex.

INT. OUTER WORLD/CASTLE/AUGHRA'S STUDY

Aughra is lying on her bed, skin and bones. Breathing weakly.

Jen and Kira look down at her sadly.

KIRA
She's sinking fast.

JEN
What about the Crystal?

KIRA
It's dark and useless. The healing rays bring no comfort.

JEN
It may have some power left. Enough to keep her alive.

Kira turns to some Podlings watching from the doorway, and signals for their help.

INT. OUTER WORLD/CORRIDOR/CASTLE

Podlings carry Aughra on her bed down the corridor as Jen and Kira walk beside her. Kira holds her hand.

AUGHRA
The Garthim...have them now...won't be long...

Jen and Kira share a look.

KIRA
Is that true, or is she dreaming?

JEN
She's been saying the Garthim have them for days now.

INT. OUTER WORLD/CRYSTAL ROOM

They carry Aughra in and set her bed down beside the Crystal, which is now darker than it's ever been.

The Mystic is in a corner by his sand painting tuning his harp.

Jen signals to the Podlings to adjust the mirrors. The Podlings turn cranks and gears.

EXT. OUTER WORLD/CASTLE ROOF/SKY

The mirrors on the roof turn to bounce the light of the THREE SUNS down onto the Dark Crystal.

INT. OUTER WORLD/CRYSTAL ROOM

The light of the THREE SUNS UNITE INTO ONE SHAFT and pour into the Crystal.

The Crystal splits the light into several rays and sends it out in different directions. One of the RAYS BATHES AUGHRA in a dark purple light.

The other rays are scattered uselessly around the room.

Aughra stirs, mutters.

AUGHRA
..the Eye sees...Garthim...

JEN
Calm yourself.

Ur-Sol looks up and speaks to Kira.

UR-SOL
The time has come.

Ur-Sol gestures with his four arms. Podlings surround him.

EXT. INNER WORLD/VORTEX HILL

Frigo and Thurma emerge from the steam and smoke of the fire and mud geysers. They see a low conical hill in front of them, with an enormous, black, whirling TORNADO at its peak.

FRIGO
It's big.

THURMA
I told you. Let's go the other way.

Thurma turns, and sees behind them the Garthim, black as coal, emerging from the steam and smoke. The Garthim clash their claws against their carapaces, loud and menacing.

Frigo and Thurma run forward toward the hill.

The hill is steep and rocky, and Frigo stumbles and falls a couple of times. Thurma helps him to his feet.

The Garthim spread out to encircle the hill.

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Thurma tries to cut to one side, but sees the Skeksis and the U-Muns spreading out in a line on the other side.

There's no way to go but uphill, toward the VORTEX.

Frigo faces the Garthim, the Vortex at his back.

THE HEAD GARTHIM SEIZES FRIGO TRIUMPHANTLY AND RAISES HIM IN HIS CLAWS.

Frigo tosses Fizzgig to Thurma.

FRIGO
Take care of him.

She clutches Fizzgig tight in her arms. Then another Garthim seizes her in its claws.

INT. OUTER WORLD/CASTLE/CRYSTAL ROOM

Ur-Sol lifts his head and chants a very low note. He holds it and signals to various Podlings who join in with rich baritone notes.

INT. OUTER WORLD/CRYSTAL ROOM

Ur-Sol suddenly stops chanting and gasps, in obvious pain, clutching his throat with four hands. BLOOD LEAKS OUT THROUGH SIXTEEN FINGERS.

Jen and Kira and the Podlings look at him with alarm, and their own chanting falters.

Ur-Sol manages to speak, with a weak hoarse whisper.

UR-SOL
Don't stop.

Jen and Kira and the others resume chanting. The volume swells.

With one BLOODY HAND, Ur-Sol picks up a stone jar with a narrow neck. He takes a deep breath and blows over the top of it. IT PRODUCES A DEEP RESONANT NOTE--the same pitch as the one he was chanting.

EXT. INNER WORLD/VORTEX HILL

The Garthim's eyes wink out. The Garthim bodies fall apart into lifeless pieces.

Frigo and Thurma stand up, freed from the Garthim hold, but see themselves on a hill surrounded by U-mans.

The Skeksis is charging up the hill, a hand to its neck, BLOOD LEAKING THROUGH ITS FINGERS.

SKEKSIS
(hoarse cry)
Cut off his arm and kill the girl if she fights!

Frigo looks at Thurma.

FRIGO
Goodbye.

THURMA
It's not over.

FRIGO
In case it's over.

THURMA
My life would be empty without you.

FRIGO
Empty...En-zah said "step inside the empty core."

He turns at looks at the whirlwind behind him.

He steps inside the whirling tube.

THURMA
No!

He smiles at her, and the wind snatches him away.

The Skeksis gasps. The U-Muns howl with rage.

Frigo is spun around and around inside the Vortex. He's turned upside down. His Crystal arm is extended straight up from his shoulder.

The wind spins him so fast, he becomes a blur, as the wind presses him down into the ground.

His Crystal Hand bites into the ground, drilling like a diamond bit into the soft rock.

The whirlwind sucks away the loose rock and flings it up in A THICK BLACK SPRAY INTO THE AIR.

The U-Muns and the Skeksis cover their heads from the hail of rock fragments falling on them.

INTERIOR OF THE PLANET.

FRIGO WHIRLS AROUND, HIS HAND BITING DEEPER AND DEEPER INTO THE LAYERS OF ROCK. HIS CRYSTAL ARM GLOWS WHITE-HOT.

THE WHIRLWIND PICKS UP THURMA AND FIZZGIG AND THE SKEKSIS AND SUCKS THEM INTO THE TUBE BEHIND FRIGO.

INT. OUTER WORLD/CRYSTAL ROOM

The Castle begins to shake. A deep rumble is heard. The Mystic stops chanting.

MYSTIC
It is done.

The Podlings stop chanting and clutch one another in fear.

Jen and Kira hold each other.

JEN
This is just like the time...

KIRA
...you healed the Crystal?

JEN
Yes. It was just like this.

The stones in the floor beneath the Crystal begin to fissure. Steam escapes from the cracks.

The stone cracks open and FRIGO EMERGES SPINNING.

HIS HAND SINKS HOME INTO THE FLAW IN THE CRYSTAL WHERE HE STOLE HIS SHARD.

THE CRYSTAL SUDDENLY CLEARS, FROM DARK AND PURPLE, TO BRIGHT AND CLEAR AS A DIAMOND.

Frigo pulls his hand away---free of all traces of Crystal.

The light refracted from the Crystal grows in strength and reflects all over the room, bathing Aughra, Frigo, Jen, and Kira in radiance.

THE WHIRLWIND BURSTS OUT OF THE HOLE BELOW THE CRYSTAL AND SCATTERS THURMA, FIZZGIG, THE SKEKSIS AND THE HEAD GARTHIM'S HEAD (WITH AUGHRA'S EYE) AROUND THE ROOM.

JUST AS SUDDENLY THE WHIRLWIND DIES.

The Skeksis is pinned by a RAY OF LIGHT FROM THE CRYSTAL. HE IS SLOWLY DRAGGED BACK INTO UR-SOL, WHO IS WAITING PATIENTLY BEHIHD HIM. THE TWO OF THEM BECOME PURE ENERGY FIELDS, AND ARE UNITED INTO A TALL PALE URSKEX.

EXT. INNER WORLD/VORTEX HILL

A RAY OF LIGHT from the Crystal shoots out of the shaft and strikes the pale dying sun directly overhead.

THE SUN: BURSTS INTO FLAME AGAIN.

All the U-Muns cry out with delight, and salute the sun in the ancient ritual of their tribe.

PRIESTESS
Just as Enzah promised us!

U-MUNS
Enzah!

INT. OUTER WORLD/CASTLE/CRYSTAL ROOM

Frigo and Thurma embrace. Fizzgig rolls across the floor and jumps into Kira's arms, barking happily. (He's a filthy mess, but she doesn't mind.)

The Urskex speaks.

URSKEX
Once again you have healed your world. Now all will be well. Never again will we let the dark-side of our nature split off from the whole to do mischief in your world. The world is yours to keep and protect from all dangers, even from yourself. Goodbye.

The Urskex dissolves into a pattern of light, and sublimes upward through the hole in the ceiling to disappear.

Kira turns to Frigo and Thurma.

KIRA
Please forgive us for our mistakes.

THURMA
And forgive us for stealing the Crystal shard.

KIRA
It had to happen as it did.

YOUNG AND BEAUTIFUL, Aughra gets up from her bed and walks over to them.

AUGHRA
Nothing has to happen. It's all choice. We make our own world. Even foolish Gelflings.

The two couples laugh at her grumpiness.

EXT. OUTER WORLD/RIVER

The water of a river under a blue sky. The water is teeming with AURA FISH--thousands more than the ones Frigo showed Thurma when they first met.

The CAMERA PANS UP TO THE CASTLE, GLEAMING WHITE AGAIN, SET IN A BEAUTIFUL GREEN LANDSCAPE UNDER THREE SUNS.

THE CAMERA PULLS IN THROUGH A WINDOW OF THE CASTLE.

INT. CASTLE/CRYSTAL ROOM.

Everyone is celebrating the wedding of Thurma and Frigo. Jen and Kira take the couple's hands and wrap a green ribbon around to symbolically join them.

Podlings are playing instruments and dancing (the new stone jar instruments invented by Ur-Sol add a lot of bass).

Even Aughra is getting down and dirty. At a banquet table representatives from all the peoples of the world feast. Glubu sits next to Trapper, enjoying fruit and mushrooms together.

Above the shaft of air and fire, the HEALED CRYSTAL floats, shedding a pure white light of happiness over everyone.

THE END